CU

AMIGA

FREE 1993 WALL CHART

OVER 100,000 COPIES SOLD EVERY MONTH

EXCLUSIVE!!

AMAZING NEW GRAPHICS PACKAGE



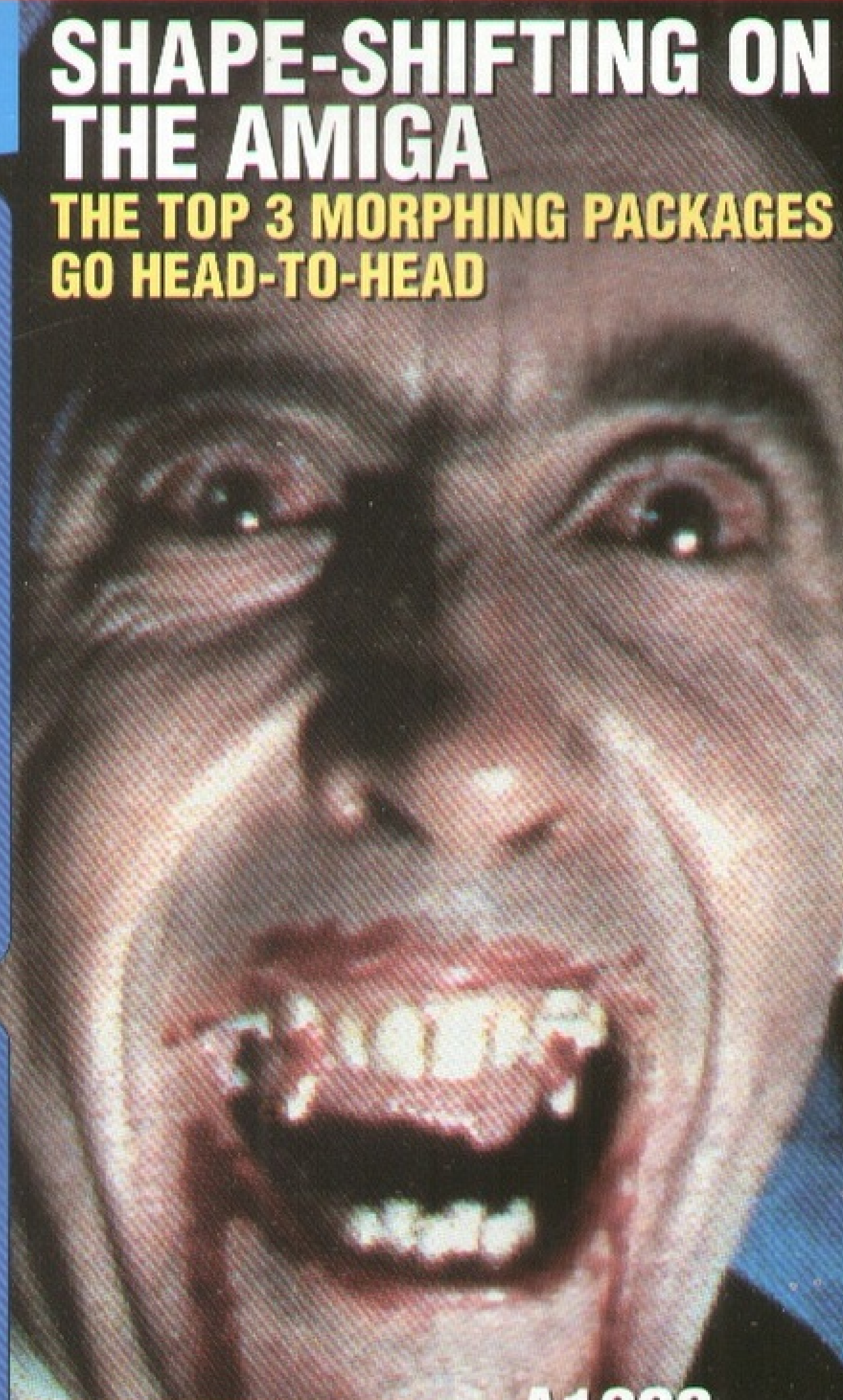
NO DISK ATTACHED?
ASK YOUR NEWSAGENT

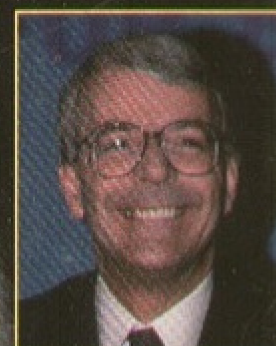


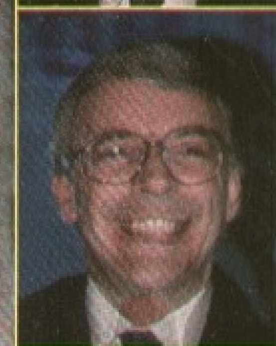
NO DISK ATTACHED?
ASK YOUR NEWSAGENT

SHAPE-SHIFTING ON THE AMIGA

THE TOP 3 MORPHING PACKAGES GO HEAD-TO-HEAD







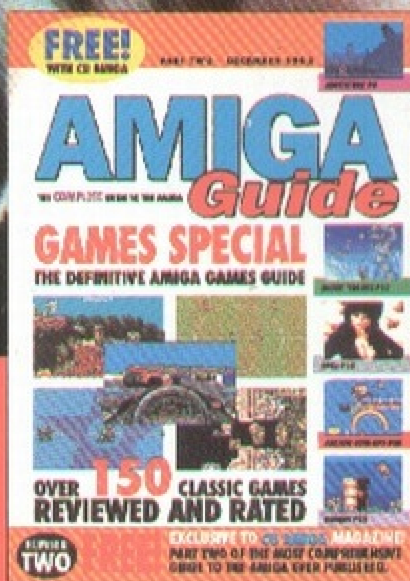




A1200 ARRIVES

IS THIS THE ULTIMATE GAMES MACHINE?





PART TWO

OF THE AMIGA GUIDE SERIES

GAMES SPECIAL

FREE! INSIDE

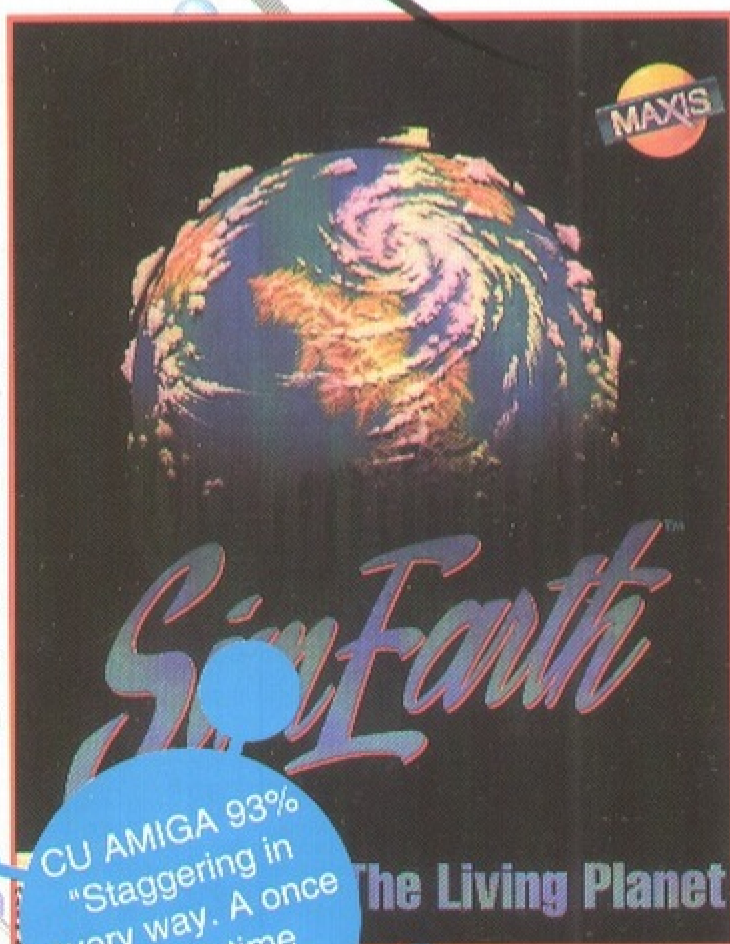
DECEMBER 1992 £3.95
US$6.95 CA$9.95 DM20
PTA 995 L13600 ASCH 170
AN EMAP PUBLICATION

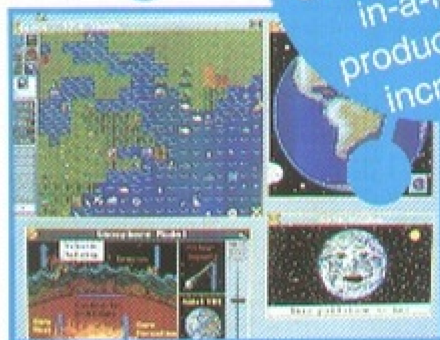


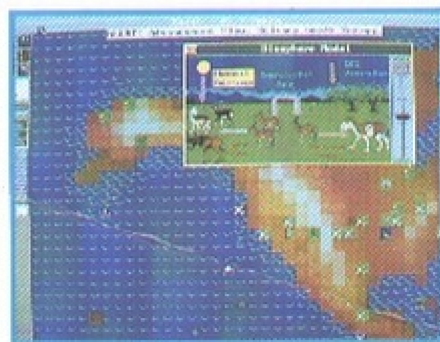
MAXIS

Inspired by James Lovelock's Gaia hypothesis, Sim Earth looks at the world as one interrelated living organism offering you the ultimate experience in planet management. Design and nurture planets from their creation through the evolution of life to the development of intelligence and technology that can reach for the stars.

AVAILABLE FOR: Macintosh, IBM PC, Windows and Amiga.







*Choose from seven different planet scenarios.

*Rule unlimited random worlds.

*Terraform Venus and Mars.

*View your worlds as flat projections or spinning globes.

*Unleash volcanoes, earthquakes, meteors and tidal waves.

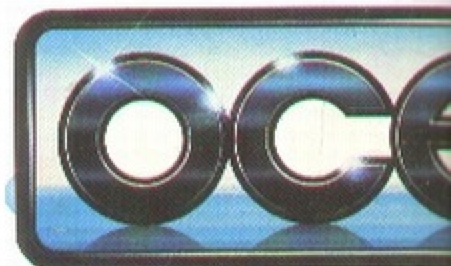
*Choose from 24 battlefields.
*Use the powerful icon-driven command language: with a simple point and click, robots can be instructed to commence in full melee.
*Challenge your friends (and enemies) through network support for up to four machines.
*Use modem and serial link to mix and match games on Macintosh, Amiga or Windows versions.

AMIGA FORMAT 90%
"Perfect hook-up game for up to four players."
"Plenty of variation in gameplay and scenarios."



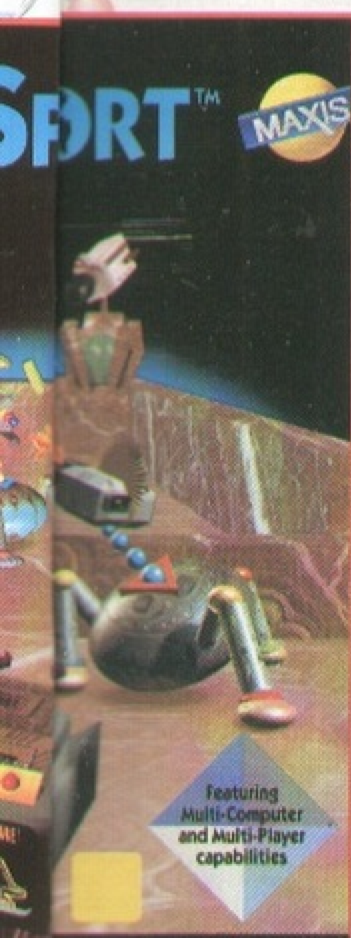
AVAILABLE FOR: Macintosh, Windows and Amiga.

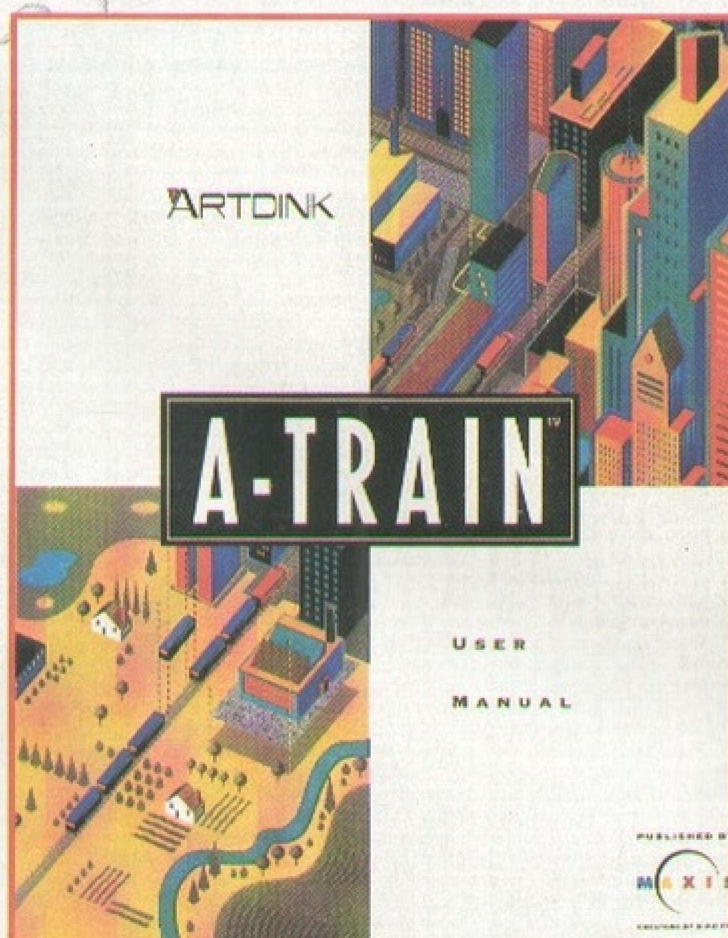
Armed with bombs, bullets, missiles, grenades and more, you control teams of Robots that compete in five different sports: Survival, Treasure Hunt, Capture the Flag, Hostage and Baseball. By combining the tactical challenge of chess with the intensity of guerrilla warfare, RoboSport provokes total strategic mayhem.



OCEAN SOFTWARE LIMITED . 2 CASTLE STREET . CASTLEFIELD . MAN

MAGIC





*Simulated 3-D graphics provide map and satellite views.

*Choose from 19 different train engines.

*Pick any 24 OTC stocks to reap extra profits.

*Build apartments, offices, factories, ski resorts, amusement parks and more.

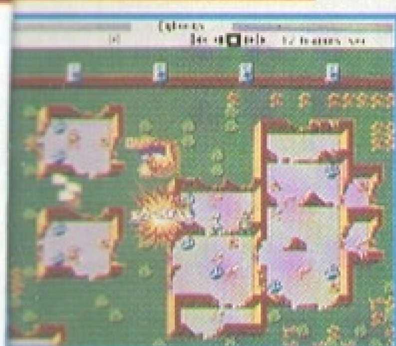
*Get all of the professional advice you need from the many on-screen experts in A-Train.

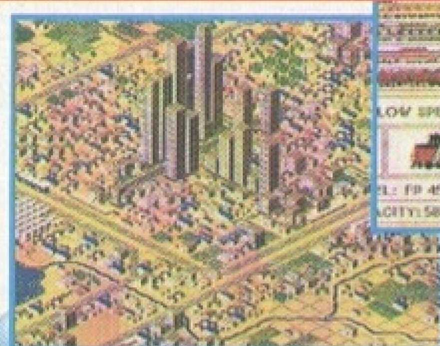
AVAILABLE FOR: IBM PC, Macintosh and Amiga.

Sure A-Train has trains... but there's a lot more to it than making tracks. This new simulation gives you the triple challenge of designing and running a profitable railroad, growing a city and building a financial empire. You can borrow money, invest in subsidiary business and dabble in the stock market as well. Six scenarios will take all the organisational talent, planning skills and fiscal genius you've got.

Maybe more.

ore,
rent
and
vith
otal







ANCH[ER]. M3 4LZ . TEL: 061 832 6633 . FAX: 061 834 0650

AL RESERVE ● SPECIAL RESERVE ● SPECIAL RESERVE ● SPECIAL RESERVE ● SPECI

RAINBOW COLLECTION 9.99
HOLLYWOOD COLLECTION 9.99
WHEELS OF FIRE 7.99
POWER UP 9.99
D-GENERATION 10.99
TITUS THE FOX 9.49
HEIMDALL 11.99
ELITE 10.99
LOTUS TURBO 2 11.99
BEAST 1 5.99

THUNDERHAWK 9.99
BATTLE OF BRITAIN 11.99
F19 STEALTH 14.99
JAGUAR XJ220 9.99
SCRABBLE 12.99
MICROPROSE GOLF 13.99
SPACE CRUSADE 12.99
RAILROAD TYCOON 13.99
CHAMP MGR 12.99
JIMMY WHITE 14.99



CAPTIVE 6.99

XENON 2 6.99
KICK OFF 2 8.99
LEANDER 10.99
INDY JONES ADV 9.99
LEMMINGS 12.49
BLUES BROTHERS 8.99
HARLEQUIN 12.99
FIRST SAM & MEGALO 13.99
UTOPIA 11.99
F15 STR EAGLE 2 14.99



JACK NICKLAUS 6.99

Games marked (NOP) will not work on the A500 Plus or A600 - REMEMBER Postage to the UK mainland & VAT are INCLUDED in these prices!!

3D CONSTRUCTION KIT 14.99
3D CONSTRUCTION KIT 2 32.99
4 WHEEL DRIVE (LOTUS ESPRIT TURBO, TEAM SUZUKI, TOYOTA CELICA, COMBO RACER) 19.49
A-TRAIN (1 MEG) 24.99
A320 AIR-BUS 21.99
ADDAMS FAMILY (1 MEG) 16.99
ADI ENGLISH (11-12) 16.99
ADI ENGLISH (12-13) 16.99
ADI MATHS (11-12) 16.99
ADI MATHS (12-13) 16.99
ADVANTAGE TENNIS 16.99
AFTERBURNER 8.49
AGONY 10.99
AIR BUCKS 17.99
AIR SEA SUPREMACY (GUNSHIP, SILENT SERVICE, P47, WINGS, CARRIER COMMAND) 19.99
AIR SUPPORT 16.99
ALIEN BREED (SPECIAL EDITION) (1 MEG) 8.99
AMNIOS 7.99
AMOS (GAMES CREATOR) 29.99
AMOS 3D (REQUIRES AMOS) 22.99
AMOS COMPILER (REQUIRES AMOS) 19.99
AMOS EASY (FIRST STEPS TO PROGRAMMING) 22.99
AMOS PROFESSIONAL (THE ULTIMATE AMIGA PROGRAMMING TOOL) 44.99
APIDYA 16.99
AQUATIC GAMES 19.49
ARABIAN NIGHTS 15.99
ARCHER MACLEAN'S POOL 17.99
ARKANOID 2 8.49
ARMALYTE 3.99
ARMOUR-GEDDON 9.99
ARMOUR-GEDDON 2 19.49
ASHES OF EMPIRE 23.99
ASSASIN (1 MEG) 17.49
AV8B HARRIER ASSAULT 24.99
B.A.T. 2 22.99
B17 FLYING FORTRESS 22.99
BARBARIAN 2 (PSYGNOSIS) 14.99
BATMAN THE MOVIE 8.49
BATTLE ISLE (NOP) 19.99
BATTLE ISLE DATA DISK 14.99
BATTLE OF BRITAIN 11.99
BEACH VOLLEY 8.49
BILL'S TOMATO GAME 16.99
BIRDS OF PREY (1 MEG) 22.99
BLACK CRYPT 16.99
BLUE MAX 19.99
BLUES BROTHERS 8.99
BREACH 2 (ENHANCED) 18.49
BUSINESS PACK FOR AMIGA - WORDWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE 64.99
CADAVER 8.99
CAPTIVE 6.99
CASTLES (1 MEG) 19.49
CASTLES DATA DISK 11.99
CEASAR 19.49
CELTIC LEGENDS 19.99
CHAMPIONSHIP MANAGER 12.99
CHAOS ENGINE 19.99
CHART ATTACK (LOTUS ESPRIT, GHOULS 'N' GHOSTS, JAMES POND, VENUS THE FLY TRAP) 19.49
CHUCK ROCK 8.99
CHUCKIE EGG 9.99
CHUCKIE EGG 2 9.99
CIVILIZATION 22.99
COOL WORLD 16.99
CORRUPTION (M/SCROLLS) 3.99
CRAZY CARS 3 16.99

CREEPERS 19.49
CURSE OF ENCHANTIA 17.99
CURSE OF THE AZURE BOND (1 MEG) (SSI) 17.99
CYTRON 19.49
D-GENERATION 10.99
DARK QUEEN OF KRYNN (1 MEG) 21.99
DARKMERE (1 MEG) 15.49
DEATH KNIGHTS OF KRYNN (1 MEG) (SSI) 19.99
DELUXE PAINT 3 (WITH ANIMATION) 24.99
DELUXE PAINT 4 (1 MEG) (HAM MODE & ANIMATION) 54.99
DISNEY ANIMATION STUDIO 49.99
DOODLEBUG 13.99
DUNE 19.99
DUNGEON MASTER & CHAOS STRIKES BACK (1 MEG) 19.49
DYNA BLASTERS 19.99
ELF 16.49
ELITE 10.99
ELVIRA 2 - JAWS OF CERBERUS (1 MEG) 22.99
EPIC (1 MEG) 19.49
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS 8.49
ESPANA-THE GAMES 92 (1 MEG) 19.49
EXILE 16.49
EYE OF THE BEHOLDER (SSI) (1 MEG) 19.99
EYE OF THE BEHOLDER 2 (1 MEG) 23.99
F15 STRIKE EAGLE 2 (1 MEG) 14.99
F19 STEALTH FIGHTER 14.99
FABLES & FIENDS-LEGEND OF KYRANDIA 19.99
FANTASTIC WORLDS (REALMS, PIRATES, MEGA LO MANIA, POPULOUS, WONDERLAND) 22.99
FANTASY PAK (COLORADO, BOSTON BOMB CLUB, CRYSTALS OF ARBOREA) 13.99
FINAL COPY 2 WORD PROCESSOR 89.99
FINAL FIGHT (NOP) 16.99
FIRE & ICE 16.99
FIRST SAMURAI + MEGA LO MANIA 13.99
FLAMES OF FREEDOM (MIDWINTER 2) 11.99
FLIGHT SIMULATOR 2 23.99
FLOOR 13 19.49
FORMULA 1 GRAND PRIX 22.99
FUN SCHOOL 2 (2-6) 7.99
FUN SCHOOL 2 (6-8) 7.99
FUN SCHOOL 2 (8+) 7.99
FUN SCHOOL 3 (2-5) 16.99
FUN SCHOOL 3 (5-7) 14.99
FUN SCHOOL 3 (7+) 16.99
FUN SCHOOL 4 (2-5) 16.99
FUN SCHOOL 4 (5-7) 16.99
FUN SCHOOL 4 (7+) 16.99
GAUNTLET 2 7.99
GOBLLINS 16.99
GOLDEN AXE 8.49
GOLF (OCEAN) 16.99
GOLF WORLD CLASS LEADERBOARD 7.99
GRAHAM GOOCH WORLD CLASS CRICKET 17.99
GRAHAM TAYLOR'S SOCCER MANAGER 15.99
GUNSHIP 2000 21.99
GUY SPY 19.49
HARLEQUIN 12.99
HARPOON V1.21 22.99
HEAD OVER HEELS 8.49
HEAD TO HEAD 21.99
HEART OF CHINA (1 MEG) 22.99
HEIMDALL (1 MEG) 11.99
HEROQUEST + DATA DISK 19.49
HITCH HIKERS GUIDE 8.99
HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D/S (NOP) 9.99
HOME ACCOUNTS 2 37.99
HOME ALONE 16.99

HOOK 16.99
HUMANS 17.99
IAN BOTHAM'S CRICKET 19.49
IK+ 8.49
INDIANA JONES 2 ADVENTURE (FATE OF ATLANTIS) 23.99
INDIANA JONES ADVENTURE 9.99
INDY HEAT 16.99
INTERCEPTER - RENEGADE LEGION (SSI) 10.99
INTERNATION RUGBY CHALLENGE 17.49
INTERNATIONAL SPORTS CHALLENGE 19.49
ISHAR - LEGEND OF THE FORTRESS 15.99
JACK NICKLAUS GOLF 6.99
JAGUAR XJ220 (1MEG) 9.99
JAMES POND 7.49
JAMES POND 2 - ROBOCOD 16.99
JET SET WILLY 9.99
JIM POWER 18.99
JIMMY WHITES SNOOKER 14.99
JINXTER (M/SCROLLS) 3.99
JOHN BARNES EUROPEAN FOOTBALL 16.99
JOHN MADDEN'S (U.S.) FOOTBALL 16.99
KGB 19.99
KICK OFF + EXTRA TIME DISK (NOP) 3.99
KICK OFF 2 (1 MEG) 8.99
KICK OFF 2 D/S 8.99
KICK OFF 2 FINAL WHISTLE 9.99
KICK OFF 2 GIANTS OF EUROPE 7.99
KICK OFF 2 RETURN TO EUROPE 7.99
KICK OFF 2 WINNING TACTICS 7.99
KICK OFF 3 16.99
KIDSTYPE JUNIOR WORD PROCESSOR 14.99
KIND WORDS 3 WORD PROCESSOR 29.99
KNIGHTMARE 19.99
KNIGHTS OF THE SKY (1 MEG) 22.99
LAST NINJA 2 8.49
LEANDER 10.99
LEGEND 19.99
LEISURE SUIT LARRY 2 12.99
LEISURE SUIT LARRY 5 (1 MEG) 25.99
LEMMINGS 12.49
LEMMINGS 2 20.99
LEMMINGS DATA DISK - OH NO! 9.99
LETHAL WEAPON 16.99
LOMBARD RAC RALLY 8.49
LOTUS 3 - THE FINAL CHALLENGE 17.49
LOTUS TURBO CHALLENGE 2 11.99
LURE OF THE TEMPTRESS 19.99
MAGIC POCKETS 16.99
MANCHESTER UNITED EUROPE 9.99
MANIC MINER 9.99
McDONALDS LAND 17.49
MEGA SPORTS (SUMMER GAMES 1 & 2, WINTER GAMES) 16.99
MERLIN'S MATHS (7-11 YRS) 18.99
MICRO ENGLISH (8 YRS TO GCSE. CONFORMS TO NATIONAL CURRICULUM) 16.99
MICRO FRENCH (BEGINNER TO GCSE. CONFORMS TO NATIONAL CURRICULUM) 16.99
MICRO GERMAN (BEGINNER TO GCSE. CONFORMS TO NATIONAL CURRICULUM) 16.99
MICRO MATHS (11 YRS TO GCSE. CONFORMS TO NATIONAL CURRICULUM) 16.99
MICROPROSE 3D GOLF 13.99
MIDNIGHT RESISTANCE 8.49
MIDWINTER 15.99
MINI OFFICE (WORD PROCESSOR, SPREADSHEET, DATABASE AND DISK UTILITIES) 38.99
MONSTER PACK 2 (KILLING GAME SHOW, AWESOME, BEAST 2) 13.99
MOTORHEAD 11.99
MYSTICAL 2.99
NEW ZEALAND STORY 8.49

NIGEL MANSELL'S WORLD CHAMPIONSHIP 19.49
NUCLEAR WAR 5.99
OPERATION WOLF 8.49
PACMANIA 9.99
PAGESETTER 2.0 DESK TOP PUBLISHING 34.99
PAGESTREAM 2.2 DESK TOP PUBLISHING 131.49
PAINT 'N CREATE EDUCATIONAL ART (5+) 18.99
PANG 8.49
PARASOL STARS 16.99
PAWN (M/SCROLLS) 7.99
PEN PAL WORD PROCESSOR 54.99
PERFECT GENERAL 22.99
PGA TOUR GOLF + COURSES 19.49
PGA TOUR GOLF COURSE DISK 11.49
PINBALL DREAMS (1 MEG) 16.49
PIRATES (NOP) 16.99
PITFIGHTER 9.99
PLAN 9 FROM OUTER SPACE 22.99
PLAYER MANAGER 8.99
POOLS OF DARKNESS 21.99
POPULOUS & SIM CITY 16.99
POPULOUS 2 19.49
POPULOUS 2 (1 MEG) 19.49
POPULOUS 2 + DATA DISK 21.99
POPULOUS 2 CHALLENGE DATA DISK 11.99
POWER UP (CHASE H.Q, TURRICAN, X-OUT, ALTERED BEAST, RAINBOW ISLANDS) (NOP) 9.99
POWERDRIFT (NOP) 3.99
POWERMONGER 19.49
POWERMONGER WORLD WAR 1 DATA DISK 11.49
POWERWORKS (MAXIPLAN PLUS SPREADSHEET, KIND WORDS 2 WORD PROCESSOR, INFOFILE DATABASE) (NOP) 39.99
PREMIERE 16.49
PRINCE OF PERSIA (1 MEG) 9.99
PRO TENNIS TOUR 2 16.99
PROJECT X (1MEG) 16.99
PROTEXT VERSION 4.3 WORD PROCESSOR 38.99
PUSH-OVER 16.99
QUEST & GLORY (BLOODWYCH, MIDWINTER, CADAVER, BAT) 13.99
QUESTRON 2 (SSI) 4.99
R-TYPE 8.49
RAGNAROK 24.99
RAILROAD TYCOON (1 MEG) 13.99
RAINBOW COLLECTION (BUBBLE BOBBLE, RAINBOW ISLANDS, NEW ZEALAND STORY) (NOP) 9.99
RAMPART 16.99
RBI BASEBALL 2 (NOP) 12.99
REACH FOR THE SKIES 19.99
RED BARON (1 MEG) 22.99
RISE OF THE DRAGON (1 MEG) 25.99
RISKY WOODS 18.99
ROAD RASH 19.49
ROBOCOP 3 14.99
ROLLING RONNY 9.99
ROME 19.49
ROOKIES 16.99
RORKE'S DRIFT 15.99
RUGBY WORLD CUP 7.99
SABRE TEAM 15.99
SCRABBLE DE LUXE 12.99
SCRIBBLE WORD PROCESSOR 24.99
SECRET OF MONKEY ISLAND (1 MEG) 16.99
SECRET OF MONKEY ISLAND 2 23.99
SECRET OF THE SILVER BLADE (1 MEG) 19.99
SENSIBLE SOCCER 16.99
SHADOW OF THE BEAST 5.99
SHADOW OF THE BEAST 2 WITH SHIRT 8.99
SHADOW OF THE BEAST 3 19.49
SHADOWLANDS 19.49

SHADOWORLDS
SHUTTLE
SILENT SERVICE 2 (1 MEG) (NOP)
SIM ANT
SIM CITY & POPULOUS
SIM CITY ANCIENT CITIES
SIM CITY FUTURE WORLDS
SIM CITY TERRAIN EDITOR
SPACE CRUSADE
SPECIAL FORCES
SPEEDBALL 2
SPELLING FAIR (7-13 YRS)
SPIRIT OF EXCALIBUR (1 MEG) (NOP)
STARUSH
STEVE DAVIS SNOOKER
STORM MASTER
STRATEGY MASTERS (POPULOUS, HUNTER, SPIRIT OF EXCALIBUR, CHESSPLAYER 2150, DEUTEROS)
STREETFIGHTER 2
STRIKER
STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER)
SUPER HANG ON
SUPER HERO
SUPER SPACE INVADERS
SUPREMACY
SWORD OF SODAN
T.N.T (APB, HARD DRIVIN', TOOBIN, DRAGON SPIRIT, XYBOTS) (NOP)
TEAM YANKEE
TERMINATOR 2
THE LOST TREASURES OF INFOCOM 1 (20 CLASSIC INFOCOM TITLES)
THE MANAGER (NOP)
THUNDERHAWK
TITUS THE FOX
TRODDLERS
TROJAN - ALIEX (LIGHT PHAZER GAME)
TROJAN - CYBER ASSAULT (LIGHT PHAZER GAME)
TROJAN - FIRESTAR (LIGHT PHAZER GAME)
TROJAN - THE ENFORCER (LIGHT PHAZER GAME)
TV SPORTS FOOTBALL
UGH
ULTIMA 5
ULTIMA 6 (1 MEG)
UTOPIA
UTOPIA NEW WORLDS DATA DISK
VIKINGS - FIELD OF CONQUEST
VROOM
VROOM DATA DISK
WALKER
WHEELS OF FIRE (HARD DRIVIN', POWERDRIFT, CHASE H.Q, TURBO OUTRUN) (NOP)
WING COMMANDER 1
WIZ-KID
WIZARDRY 6 - BANE OF THE COSMIC FORGE
WOLFCHILD
WORDWORTH V1.1E A500P W/PROCESSOR (SPECIAL ENHANCED 2MEG VERSION WITH 1 ME[G] UPGRADE FOR AMIGA A500 PLUS)
WORDWORTH V1.1E A600 W/PROCESSOR (SPECIAL ENHANCED 2MEG VERSION WITH 1 ME[G] UPGRADE FOR AMIGA A600)
WORDWORTH WORD PROCESSOR (1 MEG)
WWF WRESTLING
WWF WRESTLING 2
XENON 2 MEGABLAST
ZOOL (1 MEG)

CHOOSE FROM OUR SELECTION OF PERIPHERALS

PREMIER CONTROL CENTRE FOR AMIGA A600 (CUSTOM FIT)(STEEL MONITOR STAND WITH EXTRA SHELF FOR EXTERNAL DISK DRIVES ETC PLUS CABLING FOR EASIER CONNECTION OF JOYSTICKS/MICE)
34.99

PREMIER CONTROL CENTRE FOR AMIGA A500 OR A500 PLUS
32.99

ZYDEC STEREO SPEAKERS FOR AMIGA OR ST BUILT-IN AMPLIFIER WITH VOLUME CONTROLS
34.99

TECNOPLUS FAMILY COMPENDIUM (KIND WORDS 3 W/PROCESSOR, JIMMY WHITE'S SNOOKER, JOYSTICK, DUST COVER, FILE-A-DISK, HEAD CLEANER, 5 BLANK DISKS AND MOUSE MAT
47.99

CLEANING KIT FOR COMPUTERS (INCLUDES VACUUM)
19.99

EXTERNAL 3.5" DISK DRIVE FOR AMIGA WITH SONY/CITIZEN MECHANISM. QUIET, HIGH QUALITY, SLIM LINE DESIGN.
49.99

POWER SCAN AMIGA HAND SCANNER (VERSION 2) TRUE GREY SCALE 100-400 DPI (INCLUDES SOFTWARE)
89.99

TECHNO SOUND TURBO SOUND SAMPLER FOR AMIGA INCLUDING LEAD FOR ATTACHMENT TO WALKMAN/DISCMAN
27.99

SOUND ENHANCER FOR AMIGA (BOOSTS SOUND)
34.99

SCREENBEAT STEREO SPEAKERS FOR AMIGA OR PC. REQUIRE 4AA BATTERIES OR MAINS ADAPTOR. DESIGNED SPECIFICALLY FOR COMPUTERS INCLUDING MOUNTINGS FOR ATTACHMENT TO MONITOR.
19.99

MAINS ADAPTOR FOR SCREENBEAT SPEAKERS 7.99

NAKSHA MOUSE FOR AMIGA OR ST WITH OPERATION STEALTH
24.99

SQUIK MOUSE FOR AMIGA OR ST
12.99

MOUSE MAT 4.99

A501 AMIGA (WITH BART) 512K RAM EXPANSION GENUINE COMMODORE ITEM WITH CLOCK FREE BART SIMPSON GAME
512K AMIGA RAM WITH CLOCK FOR A500 AND A500+
512K AMIGA RAM WITHOUT CLOCK FOR A500 AN[D] A500+
1 MEGABYTE AMIGA RAM UPGRADE FOR A500 P[LUS] (TECHNOPLUS) (GIVES 2MB RAM IN TOTAL) 3
1 MEGABYTE A600 RAM UPGRADE WITH CLOCK
REPLACEMENT AMIGA POWER SUPPLY
TILT & SWIVEL MONITOR/TV STAND. FITS 14" MONITORS
HI-FI LEAD - AMIGA TO STANDARD PHONO INPUT
POPULOUS/FALCON LEAD (NULL MODEM CABLE)
RF SWITCH FOR AMIGA, ST OR CONSOLE (SWITC[H] BETWEENTV AERIAL AND COMPUTER WITHOUT DISCONNECTING)
SCART LEAD - AMIGA TO TV WITH SCART INPUT (GIVES MONITOR QUALITY PICTURE)
DUST COVER FOR 80 COLUMN PRINTER (CLEAR PVC)
DUST COVER FOR AMIGA 500 OR ATARI ST (CLEAR PVC)
DUST COVER FOR AMIGA 600
DUST COVER FOR MONITOR OR TV (CLEAR PVC)
3.5" DISK HEAD CLEANER

0279 600204 • Special Reserve Sales • 0279 600204 • Special Reserve Sal

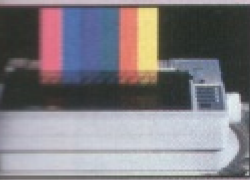
Call 0279 600204 for a FREE colour catalogue — *Special Reserve* Games Club



CITIZEN 120D+ PRINTER
9 PIN, 80 COLUMN, 144 CPS/25NLQ, 2NLQ/1 DRAFT FONT, 24 MTH WARRANTY. HIGH QUALITY MONO PRINTER.
FREE MEMBERSHIP
FREE PRINTER LEAD
129.99



CITIZEN SWIFT 9
WITH COLOUR KIT 9 PIN, 80 COLUMN, 192CPS/48NLQ, 3NLQ/1 DRAFT FONT, 24 MTH WARRANTY. A 9 PIN PRINTER WITH COLOUR FACILITY AND FULL PAPER HANDLING FUNCTIONS.
FREE MEMBERSHIP
FREE PRINTER LEAD
FREE COLOUR KIT
184.99



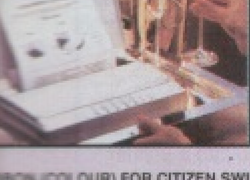
CITIZEN 224 24 PIN
WITH COLOUR KIT, 80 COLUMN, 192CPS/64LQ, 3LQ/1 DRAFT FONT, 24 MTH WARRANTY. 24 PIN LETTER QUALITY PRINTER WITH EXCELLENT GRAPHICS (360X360 DPI).
FREE MEMBERSHIP
FREE PRINTER LEAD
FREE COLOUR KIT
224.99



CITIZEN 240C 24 PIN
WITH COLOUR KIT, 80 COLUMN, 240CPS/80LQ, 9LQ/1 DRAFT FONT, 24 MTH WARRANTY. ADVANCED VERSION OF 24E WITH AUTOSET FEATURE AND LCD CONTROL PANEL.
FREE MEMBERSHIP
FREE PRINTER LEAD
FREE COLOUR KIT
279.99



STAR LC24-20 24 PIN
80 COLUMN, 192CPS/64LQ, 5LQ/1 DRAFT FONT, 12 MTH WARRANTY. 24 PIN QUALITY AT 9 PIN PRICE.
FREE MEMBERSHIP
FREE PRINTER LEAD
204.99



CANON BJ-10EX BUBBLE JET
64 NOZZLE, 80 COLUMN, 83LQ CPS 2LQ/1 DRAFT FONT, 12 MTH WARRANTY. A SMALL, PORTABLE PRINTER, VERY QUIET IN OPERATION YET GIVING OUTSTANDING PRINT QUALITY.
FREE MEMBERSHIP
FREE PRINTER LEAD
229.99

RIBBON (COLOUR) FOR CITIZEN SWIFT 9, 24, 224 OR 240C 17.99
RIBBON FOR CITIZEN SWIFT 24, 224 OR 240 ....6.99
RIBBON FOR CITIZEN SWIFT 9 OR 120D+ 6.99
RIBBON (COLOUR) FOR STAR LC200 ....10.99
RIBBON FOR STAR LC20 ....6.99
RIBBON FOR STAR LC200 ....6.99
RIBBON FOR STAR LC24-20 ....6.99
INK CARTRIDGE FOR BJ10EX 19.99

PRINTER LEAD (PARALLEL) FOR AMIGA, ST OR PC 7.99
DUST COVER FOR 80 COLUMN PRINTER (CLEAR PVC) 4.99

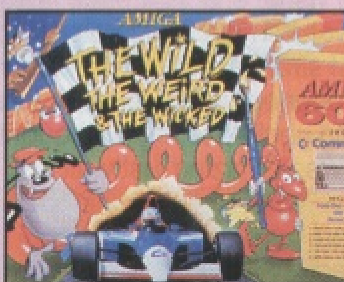
GVP 2x1 MEG AMIGA RAM EXPANSION (SIMMS FIT IN GVP HARD DRIVE TO EXPAND AMIGA BY 2 MEG OR 4 MEG RAM) 89.99

Join NOW and you'll be in with a chance to WIN some fabulous prizes in the current NRG competitions!
(Full details in the Club Magazine NRG sent to all Special Reserve Members)

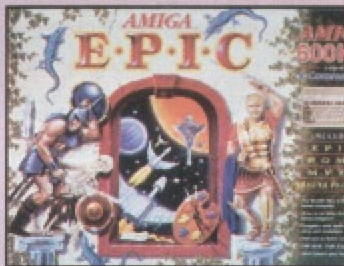
CHOOSE FROM 3 GREAT AMIGA 600 & 600HD PACKAGE DEALS



AMIGA 600 LEMMINGS PACK
299.99
FREE DELUXE PAINT 3
FREE LEMMINGS
FREE MEMBERSHIP
BUILT-IN TV MODULATOR, 1 MEG RAM EXPANDABLE TO 2 MEG 1 YEAR IN-HOME SERVICE WARRANTY WITH OPTION TO EXTEND



AMIGA 600 WILD,WEIRD, WICKED PACK
319.99
FREE MEMBERSHIP
MICROPROSE GRAND PRIX, PUSH OVER, PUTTY, DELUXE PAINT 3, BUILT-IN TV MODULATOR, 1 MEG RAM EXPANDABLE TO 2 MEG,1 YEAR IN-HOME SERVICE WARRANTY WITH OPTION TO EXTEND



AMIGA 600HD EPIC PACK WITH INTERNAL 20 MEG HARD DRIVE
449.99
FREE MEMBERSHIP
EPIC, ROME, MYTH, TRIVIAL PURSUIT, LANGUAGE LAB, DICTIONARY (5 LANGUAGES), DELUXE PAINT 3, BUILT-IN TV MODULATOR, 1 MEG RAM EXPANDABLE TO 2 MEG, 1 YEAR IN-HOME SERVICE WARRANTY WITH OPTION TO EXTEND

Inter-Mediates Ltd. Registered Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG.
Inevitably, some games may not yet be released. Please phone Sales on 0279 600204 for latest release dates and stock availability.

3.5" DSDD Verbatim DISK WITH LABEL 69p Each

PACK OF 50 Verbatim 3.5" DSDD DISKS + LABELS 22.99



BANX DISK BOX 3.5" (80) STACKABLE 9.99

DELUXE DISK BOX 3.5" (80), LOCKABLE, DIVIDERS 10.99

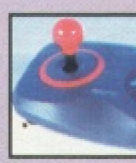


DISK BOX 3.5" (10 CAPACITY) 1.99
DISK BOX 3.5" (80) LOCKABLE, DIVIDERS 7.99
DISK BOX 3.5" (100) LOCKABLE, DIVIDERS 8.99





QUICKJOY QJ1 JOYSTICK (MICRO-SWITCHED) 6.99
COMPETITION PRO EXTRA JOYSTICK (CLEAR BASE) 10.99
COMPETITION PRO STAR EXTRA 14.99
MINI COMPETITION PRO 5000 11.99
LOGIC 3 SIGMA-RAY JOYSTICK 11.99
MINI COMP PRO STAR WITH AUTOFIRE 13.99
CHEETAH BUG JOYSTICK 13.99
QUICKJOY JET FIGHTER JOYSTICK 11.99
QUICKJOY TOP STAR JOYSTICK 18.99
ZYDEC TRACK BALL 24.99



QUICKSHOT 137F PYTHON JOYSTICK 9.99
QUICKSHOT 128F MAVERICK 1 JOYSTICK 12.99



GRAVIS AMIGA/ST JOYSTICK WITH PADDED GRIP, ADJUSTABLE HANDLE TENSION, PROGRAMMABLE BUTTONS 23.99



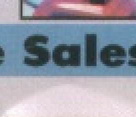
SPEEDKING ANALOGUE JOYSTICK FOR AMIGA, GIVES ANALOGUE CONTROL OF MOST GOOD FLIGHT SIMULATORS 12.99



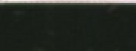
FREEWHEEL FOR AMIGA, DIGITAL STEERING WHEEL CONTROLLER 22.99



QUICKSHOT AVIATOR 22.99



QUICKSHOT 149 INTRUDER 1 22.99



QUICKSHOT 111A TURBO 2 JOYSTICK 9.99

QUICKSHOT 127 STARFIGHTER REMOTE CONTROLLER WITH TWO INFRA-RED JOYPADS 29.99

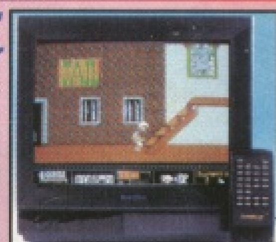
TROJAN LIGHT PHAZER GUN FOR AMIGA WITH SKEET SHOOT AND ORBITAL DESTROYER GAMES (OTHER GAMES AVAILABLE - SEE TROJAN IN AMIGA SOFTWARE) 29.99

QUICKJOY FOOT PEDAL. TRANSFERS ANY JOYSTICK FUNCTIONS OVER TO FOOT PEDALS. IDEAL FOR FLIGHT AND DRIVING SIMULATIONS. COMPATABLE WITH ALL AMIGA/ST JOYSTICKS. 18.99

ROBOSHIFT INTERFACE FOR AMIGA OR ST (PLUGS MOUSE AND JOYSTICK INTO ONE PORT) 14.99
FOUR PLAYER JOYSTICK ADAPTOR FOR AMIGA OR ST (FOR KICK OFF 2 ETC) 7.99
PORT EXTENSION ADAPTOR FOR AMIGA OR ST (CHANGE JOYSTICKS WITHOUT NEEDING TO REACH BEHIND COMPUTER) 5.99
JOYSTICK EXTENDER CABLE FOR AMIGA OR ST (3 METRES) 6.99

CHOOSE A SCART TELEVISION/MONITOR FOR A PIXEL PERFECT PICTURE





Goldstar 14" TV/Monitor
WITH REMOTE CONTROL AND SCART INPUT TO A/V CHANNEL
FREE SCART LEAD (STATE SNES OR SEGA)
FREE MEMBERSHIP
159.99

Sony KVM1410U 14" FST Colour TV/ Monitor
WITH REMOTE CONTROL
60 CHANNEL TUNING
FRONT AV SOCKETS
REAR SCART INPUT
BLACK TRINITRON SCREEN, LOOP AERIAL
FREE SCART LEAD (STATE AMIGA, SEGA OR SNES)
FREE MEMBERSHIP
199.99

Call 0279 600204 Now!
Open to 8pm Weekdays and to 5pm Weekends

We only supply members but you can order as you join.

ANNUAL MEMBERSHIP
UK £6.99 EEC £8.99 WORLD £10.99



The Special Reserve full colour club magazine *NRG* is sent to all members bi-monthly. *NRG* features full reviews of new games plus mini-reviews, new products, Special Reserve charts, Release Schedule and hundreds of special offers.

PLUS - EVERY ISSUE CONTAINS
£30 worth of money-off coupons
to save even more money off our amazing prices.

We sell games and accessories, all at amazing prices, for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, IBM PC and CDTV.

Best Service, Best Prices, Biggest Selection

120,000 people have joined Special Reserve, so don't delay, join today!

Call 0279 600204 & ask for a FREE colour catalogue!

(HARDWARE PRICES INCLUDE VAT & CARRIAGE TO UK MAINLAND)

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN. THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS. (PLEASE PRINT IN BLOCK CAPITALS) DAY

Name ____
Address ____
____ Postcode ____
Phone ____ Machine ____
Enter membership number (if applicable) or Membership £6.99 UK, £8.99 EEC, £10.99 World
item ____
item ____
item ____
item ____
ALL PRICES INCLUDE UK POSTAGE & VAT £
Cheque/P.O./Access/Mastercard/Switch/Visa Switch Issue No ____
Credit card expiry date ____ Signature ____

Cheques payable to: **SPECIAL RESERVE P.O. BOX 847, HARLOW, CM21 9PH**

Overseas Orders: EEC software orders - no extra charge
World software orders please add £1.00 per item.
Non-software items please add 10% EEC or 25% World.
Overseas orders must be paid by credit card.

0279 600204 • Special Reserve Sales • 0279 600204

CU AMIGA

CONTENTS



20 SHAPE-SHIFTING ON THE AMIGA

As the Morph Wars hot up, CU Amiga takes a look at three of the most popular morphing packages to see which offers the most features and gets the best results. Digital visual effects are the latest buzzword on the Amiga as a whole host of strange visual effects have been opened up by these new and exciting packages. If you thought *D-Paint* was amazing just wait until you see what these supercharged programs are capable of. John Kennedy casts his critical eye over BlackBelt's *ImageMaster*, ASDG's *MorphPlus*, and GVP's *Cinemorph*. For the low-down on how to emulate the grapical tricks of Terminator 2, turn to page 20!



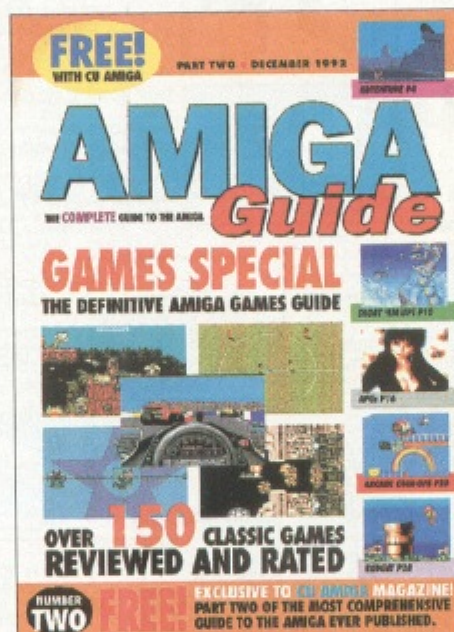
163 AMIGA WORKSHOP

If you're looking for the latest Amiga book reviews, local club information, or a DIY guide to programming in C, then the Amiga Workshop is the place to be. We've also got six pages of questions and answers, a feature on Amiga robotics and the second part of our Cix review. What more could you want?!

SPECIALS

AMIGA GUIDE NO.2

Our 32-page supplement concentrates on Amiga games and gives an extended CU Amiga guide to which ones offer the best value for money. Don't expect one of those boring top-100 guides that seem to be all the rage – instead we've taken a look at all the different gaming genres that exist and have nominated our top games from each one. To find out more, turn to page 162 now for your free Amiga Guide. Essential!



OFF THE CUFF

E D I T O R I A L



Dan Slingsby – Editor

With absolutely no advance publicity (except for our exclusive news story last month), Commodore have unveiled yet another new addition to the Amiga family of home computers. The A1200 is a cut-down version of the A4000 (reviewed last issue). The best bit, though, is the amazing price – just £399. When you consider the machine's specifications (see page 88 for a full review), it really does represent incredible value for money and must be the most significant launch from Commodore since the A1000/A500.

Quite where this leaves the A600 is anybody's guess. Nearly 100,000 have been sold since its launch, many at the old price point of £399. I think Commodore will have successfully alienated many of those buyers who will now think they're stuck with an obsolete machine with outdated technology. And they'd be quite right, too! The only honourable thing for Commodore to do would be to introduce some kind of trade-in deal for old Amigas, but I cannpt really see them doing that until well after the Christmas selling season is over.

Rumours have it that the A600 might even be discontinued altogether. This wouldn't surprise A500+ owners who had a similar fate befall their machine after it was on sale for less than five months. The sensible thing to do, if economics allow, would be to reduce the price of the A600 even further to around £250 or even £199 and let the machine go head-to-head with the SNES and the Megadrive. If that were to happen, the Amiga's future as a popular home computer would be assured.

Before I run out of space entirely, I'd just like to say adios to Tom Glenister, CU Amiga's Ad Manager for the last four years. Our resident expert on all things avionic has decided it's time to move on and has taken up a new position as Ad Manager for the 2000AD comics group. Everone at CU Amiga wishes him well in his new career. Splundig Vur Thrigg.

REGULARS

EDITOR Dan Slingsby **DEPUTY EDITOR** Jonathan Sloan **TECHNICAL EDITOR** Nick Veitch **GROUP ART EDITOR** Gordon Barrick **TECHNICAL ADVISOR** Mat Broomfield **STAFF WRITER** Steve Prizeman **STAFF WRITER** Tony Horgan **DISK COMPILER** Kenny Grant **JUNIOR DESIGNERS** Jo Winslow & Becky Willis **GROUP AD MANAGER** Nigel Taylor **SENIOR SALES EXECUTIVE** Michelle Gardiner **SALES EXECUTIVE** Becky White **CLASSIFIED/PRODUCTION MANAGER** Remzi Salih **IN-HOUSE SCANNING** Becky Willis **PRODUCTION ASSISTANT** Esther Rodd **THIS MONTH'S OBJECT OF DESIRE:** A new job! **MANAGING EDITOR** Steve James **PUBLISHER** Garry Williams

EDITORIAL & ADVERTISING 071-972 6700

CU AMIGA Offices –Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU. Tel: 071 972 6700 FAX: 071 972 6701 *Distribution* – BBC Frontline Ltd, Park House, Park Road, Peterborough PE1 2TR Tel: 0733 555161 *Subscriptions* – PO Box 500, Leicester LE99 0AA *Subs Enquires* – Tel: 0858 - 410510 Order Line (answerphone) 0858 - 410888 *Back Issues* – P.O. Box 500, Leicester, LE99 0AA. Tel: 0858 - 410510. SS 0265 -721X

ABC 101, 923 Jan-June 1992

PRINTED IN THE UNITED KINGDOM

GET SERIOUS

ITY REVIEW . **PRODUCTIVITY REVIEWS** . PRODUC

This month we've got full reviews of the new A1200, GVP's excellent new genlock, an internal hard drive for the CDTV, and Domark's *3D Construction Kit 2*. As well as that little lot, there's also reviews of Opal Vision, Vidi 12, *Final Copy 2* and a feature on memory upgrades, plus all our regular columns and guides. Phew!



The new Amiga 1200 is reviewed on page 88.



Domark's 3D Construction Kit 2, page 117.

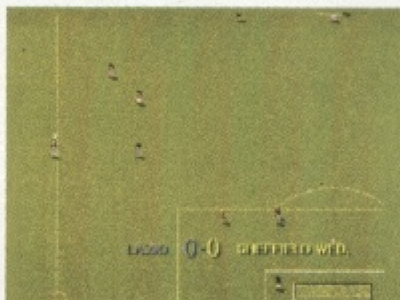
SCREEN SCENE

ME REVIEWS . **GAME REVIEWS** . GAME REVIEW

At last, *Alien³* makes it onto the Amiga and we've got the scoop review starting on page 43. As well as that blockbusting game, we've also got reviews of Ubisoft's Superstar-rated nut 'em up, *BC Kid*, Thallion's *No Second Prize* bike sim and Gremlin's *Mansell* racing game. Plus another 13 games put to the test!



The Bitch is back and this time it's an Amiga game. Full review on page 43.



Sensible Soccer gets the remix treatment courtesy of Sensible Software, page 46.

COVERDISKS

Our December coverdisks are absolutely packed with programs and games. We've got an exclusive graphic manipulation package, the latest virus checker, and more games than Hamleys.





DISK 46

Picture Box is the star attraction of our first coverdisk. This specially commissioned graphics program enables you to manipulate, distort and enhance a variety of images for your delectation and delight. If you're a regular user of *Pixmate* or *Butcher*, you'll almost certainly enjoy this one, and if you've never come across such a program, then a whole new world of graphical tricks is opened up to you for the first time. There's also the latest versions of *Sysinfo* and *Virus Checker* to keep your Amiga in tip top health as well as yet more samples, an updated version of *Galaga* and – wait for it – an on-disk cheat for Team 17's *Project X*. This superb blaster arrived on our Amiga without a cheat mode, so we've teamed up with the Wakefield-based outfit to give you a level skip and infinite everything. And remember, you saw it here first!





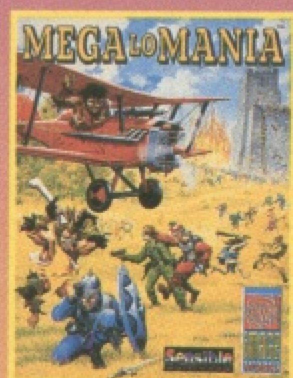


DISK 47

Not to be outdone, our second disk features two brilliant playable demos as well as a special rolling demo of the Christmas number one – *Street Fighter 2*! *BC Kid* takes you back to the Stone Age and puts you in control of a skidhead neanderthal as he head-butts his way across three dino-infested stages of this great new game. And if you'd rather try your hand at a puzzle game instead of a platform romp, then we've also got something for you in the form of the totally addictive *Bill's Tomato Game* – a true brainstrainer destined to have you pulling your hair out in frustration. But leaving the best until last, there's also a special rolling demo of the beat 'em up that everyone is talking about. In our exclusive level Ryu comes up against Chun Li in a battle royale. Who will win? Find out by loading up now!

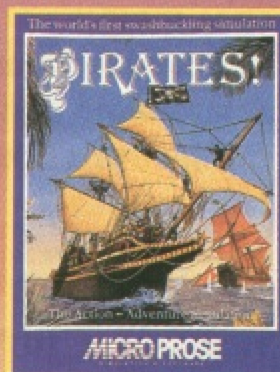
Boost your imagination as you discover...

FANTASTIC WORLDS



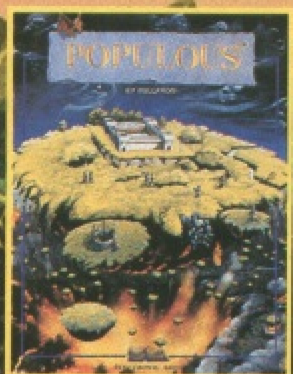
Megalomania

Play a god like figure warring with four other god like figures for domination of a new planet.



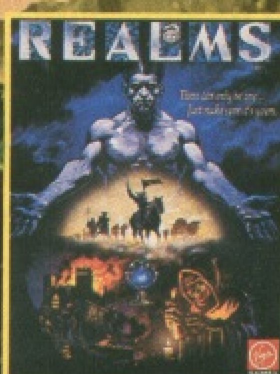
Pirates

You will achieve your goals - wealth, power and prestige - if you choose the most lucrative expeditions and forge the most fruitful negociations.



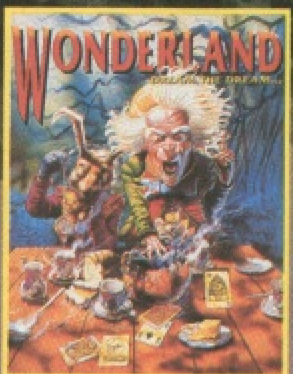
Populous

You have a group of followers, the greater their achievements, the more power you wield... To fight the Evil.



Realms

You are the king and you can take complete control of your destiny as you attempt to dominate the world.



Wonderland

You will be confronted by puzzles, puns and challenges to keep you within wonderland's magical domains for hundred of hours.

Compilation available on Atari, Amiga & PC
PC (Populous, Realms, Wonderland, Pirates)

UBI SOFT Ltd
Finchley House
707 High Road
North Finchley
LONDON N12 OBT
T. 081 - 343 - 9055

UBI SOFT
Entertainment Software

GOING BOLDLY AGAIN...



Now that the BBC has started repeating Star Trek, it looks like a whole new generation will be glued to their screens on Wednesday as Captain Kirk snogs all the best women, McCoy knocks back the Sorrian brandy and Spock delivers his lines marginally better than a plank of wood could manage. And now, thanks to a change of heart by US label, Interplay, Amiga owners will soon be able to play the computer game based on the cult sci-fi series!

Earlier in the year, we carried a report stating that Interplay had abandoned any ideas of bringing their hit PC game based on the exploits of the inspired 60's show to the Amiga. It was felt that there was no way their brilliant adventure game would translate across to the Amiga and the project was quietly abandoned. But, due to unrelenting pressure, Interplay have reconsidered their earlier decision and have already started work on the Amiga conversion. Rumour has it that there will also be a special A1200 version, produced separately from the A600 game, which will be capable of emulating all that the PC game was capapble of and more besides.

Needless to say, we'll bring you more news soon...

THIRD PARTY CD-ROM ARRIVES

Almathera Systems, producers of the *Demo Collection CD* reviewed in the November issue of CU Amiga, have just launched their own range Amiga-compatible CD-ROM drives.

Based around the Toshiba SCSI CD-ROM units, they open up the world of CD-ROM to anyone who uses an Amiga 1500, 2000, 3000 or 4000, and offers an alternative to Commodore's A570 drive for owners of the A500. The Almathera CD drive is billed as being twice as fast as the CDTV (and the A570), with a quoted CDTV compatibility level of 90%. The unit is capable of reading 'most' CDTV, ISO9660 (PC), High Sierra and Apple HFS format CDs, and can also play normal audio CDs via a Workbench control panel, although this is only available for machines operating on a 2.0 or higher Kickstart.

The Almathera CD-ROM drive requires one of the following interfaces for all Amigas except the A3000: ALF 3, Commodore A2091, Commodore A590, GVP Impact II, ICD AdSCSI, IVS Trumpcard Pro, Microbotics Hardframe, Supra Wordsync, Xetec Fasttrack, Mini Fastcard and Fastcard Plus. Almathera are offering internal kits for £395, external kits for £495, with an additional £100 if a SCSI interface card is required. Contact Almathera Systems on 081 683 6418.

BAN THIS COMPUTER DEATH GAME



Ahhh, thought that would get your attention. The headline printed above recently adorned a highly-charged piece of investigative journalism by that fine upholder of moral standards, the Today newspaper. According to the tabloid, Ubisoft's brilliant bomb'n'run game, *Dynablaster*, encourages children to 'blow up their friends' and is a thouroughly nasty piece of work, especially as 'the IRA is poised to launch a bombing blitz' this Christmas. I mean, look, this has got to be some kind of joke... doesn't it?!

HARLEQUIN PRICES SLASHED

Amiga Centre Scotland, distributors of the Harlequin 32-bit graphics boards, have sliced £200 off the retail prices of the whole range. Prices are now down to £875 for the 1500 model, £955 for the 2000, £1035 for the 3000 and £1195 for the 4000. The slideshow utility, *Slide 32*, that caomes free with the Harlequin, now has 56 different types of wipes and fades available. *TV Paint*, the paint package that accompanies the Harlequin, has just spawned *TV Paint Junior*, a cut-down version off the original with the distinct advantage of a massive price cut from the original £900 to just £160. Finally, *ImageMr* (formerly *ImageMaster*) has been revised yet again, and now stands at version 9.20. Loads of minor improvements have been implemented, along with new features such as 'onion skin' capability and a new 'warp morph' option added to the available processes. Contact Amiga Centre Scotland 089 687 583.

MOTOROLA 68060 IN THE PIPELINE

Technology moves relentlessly on, as news begins to come in of the latest update of the 680XX micro processor family. For the tech-heads out there, here's the spec:

* 32-bit processor with pipelined architecture
* 2 million transistors
* 3.5 times faster than the 25MHz 60840
* Separate physically-mapped 8K instruction and data caches

For the rest of us, let's just say it's going to be very fast. Production is due to start at the beginning of 1994. Get saving!

GAMESMASTER LIVE!

The wait is almost over! What promises to be the most spectacular computer and console games show ever is set to take place at the Birmingham NEC, on December 4th, 5th and 6th. All the major software houses will be there, previewing their new games, and there'll be a huge arcade area where you'll be able to play all the latest coin-ops for free. There'll also be the chance to play Quasar, a live action laser game, go head-to-head in a virtual reality war zone, and an opportunity to take part in a special Gamesmaster edition of the hit Channel 4 show. As if all that wasn't enough, there'll also be a huge retail area, lots of big name celebs taking part in game challenges and, best of all, the chance to meet the CU Amiga team. Or worst of all, perhaps! The show runs from 10am-6pm each day with an admission charge of £6. If you'd like more information, ring our special tickets hotline on 021 780 4133. Make sure you reserve your tickets to avoid disappointment. And remember, unlike recent London-based events, this is one show were you won't have to que for hours on end.

SCALA WINS OLYMPIC GOLD

Scala, the video graphics program from Scala Computer Television, won its own kind of Olympic gold during the Barcelona Olympics last summer (think hard enough and you might just remember them). The German equivalent of British Rail used *Scala* to inform its passengers of the standings in the medals table, with video walls in ten of their main stations around the country. Scala and the Amiga were chosen for their combination of high quality graphics with a low price tag. Scala UK can be contacted on 0920 444294.

Medaillenspiegel

Commodore VIDEOCOMP

Stand: Do., 30. Juli 1992			
1. GUS	15	7	4
2. USA	7	6	8
3. CHINA	6	9	2
4. UNGARN	5	4	1
5. SÜDKOREA	4	0	1

CDTV CONSOLE DUE SOON

A cut-price, cut-down console-like version of the CDTV is set for launch before next Easter. Although plans for the new machine, aimed at taking on the SNES and Megadrive in the burgeoning console market, have been kept underwraps, we can exclusively reveal that the new machine will be competitively priced and come in at below £200. No specs are currently available although at least five UK software houses are currently developing titles.



ALL-IN-ONE AUDIO/VIDEO DIGITISER

In the past, if you wanted to digitise both video and audio signals, you had to get two bits of software, another two bits of hardware, and carry out the operations completely separately. Now Microdeal have changed all that: they've combined a video digitiser with a sound sampler. Videomaster is a hardware/software package that lets you grab full-screen colour stills in any resolution up to HAM, and monochrome quarter-screen animations at up to 25 frames per second, or 30 frames in NTSC. Sound sampling is supported from within the same program.

Video animation loops can be strung together, along with sound samples, in the audio-visual sequencer. These sequences can then be played back from the sequencer direct, or saved out as autobooting files to floppy disk. Videomaster is available for the Amiga 500 and 500 Plus, priced at £69.95. Contact Microdeal on 0726 68020.

INFOGRAMES QUITS AMIGA

Infogrames has become the latest games publisher to pull out of the Amiga market. Or was it the Amiga that dropped Infogrames?!

FIRST RED NOSE COMPUTER GAME

Ocean have teamed up with charity organisation, Comic Relief, to produce the first ever Red Nose computer game. *Sleepwalker* (previewed several months ago in these very pages) is due for release at the end of January and £5 will go to the charity for each copy sold. Not only that, but Ocean is also arranging special challenge matches around the country to raise even more cash. It's hoped that with evreyone's support the game could pull in a record £500,000! To reflect the link-up with the organisation, *Sleepwalker* will feature various Comic Relief celebrities in the game, lots of Red Nose bonus stages, and even Lenny Henry has been roped in to provide some extremely weird sampled effects. Watch out for a sneak preview soon.



THE SOFT OPTION

The entire ad team were taken outside and shot earlier this month. Why? Because the silly pillocks included a Spectrum games advert in the November issue of CU Amiga instead of the more appropriate Amiga ad. Apologies to Software City, one of our oldest advertisers, for this blatant cock-up and to any of our readers who were similarly inconvenienced. For further information about the broad selection of competitively-priced games on offer from Software City, please ring their special hotline number on 0902 25304 or turn to their ad on page 31 of this month's Amiga Guide supplement.

TURBO TOUCH 360°

Hornby Hobbies, best known for their authentic scaled-down locos and superlative day-glo signal boxes, are about to muscle in on the home computer market with the launch of what they claim is a 'revolutionary' joy pad. The Turbo Touch 360° plugs into the regular joystick port of the Amiga and resembles a Megadrive controller in most respects, except that the usual octagonal 8-way plate has been replaced by a touch sensitive pad. According to Hornby, 'the touch-sensitive membrane reacts to instructions as fast as users can move their fingers'. The obvious advantage is no more 'numb thumb' and the chance to use a joypad instead of the usual joystick with Amiga games. A price has yet to be established, but it looks likely to be sub-£20.



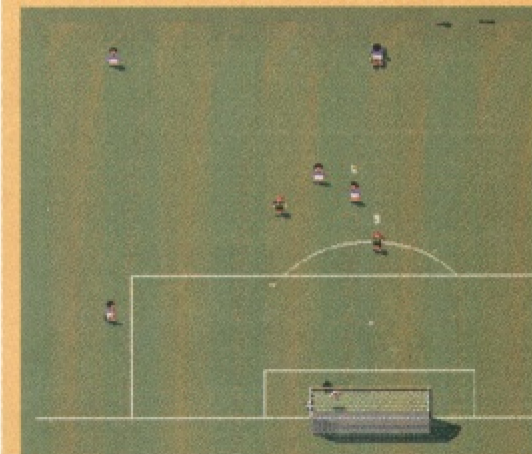
TOP 20
AMIGA CHARTS

At last! At long, long last *Sensible Soccer* has been pushed off the top spot and relegated to number three in the top twenty Amiga charts. Also making a surprise entry are *MiniOffice* and *AMOS Pro* from Europress. Whatever next...?!



1. Assassin (Team 17)
2. Zool (Gremlin)
3. Sensible Soccer (Renegade)
4. Lotus 3 (Gremlin)
5. Civilisation (Microprose)
6. Putty (System 3)
7. Monkey Island 2 (US Gold)
8. Microprose Grand Prix (Microprose)
9. Fire and Ice (Renegade)
10. Fire Force (Ice)
11. MiniOffice (Europress)
12. Eye of the Beholder 2 (US Gold)
13. Legends of Ishar (Silmarils)
14. Project X (Team 17)
15. Games Espana (Ocean)
16. Lure of the Temptress (Virgin)
17. AMOS Pro (Europress)
18. Space Crusade (Gremlin)
19. Shadow of the Beast 3 (Psygnosis)
20. Aquatic Games (Millennium)

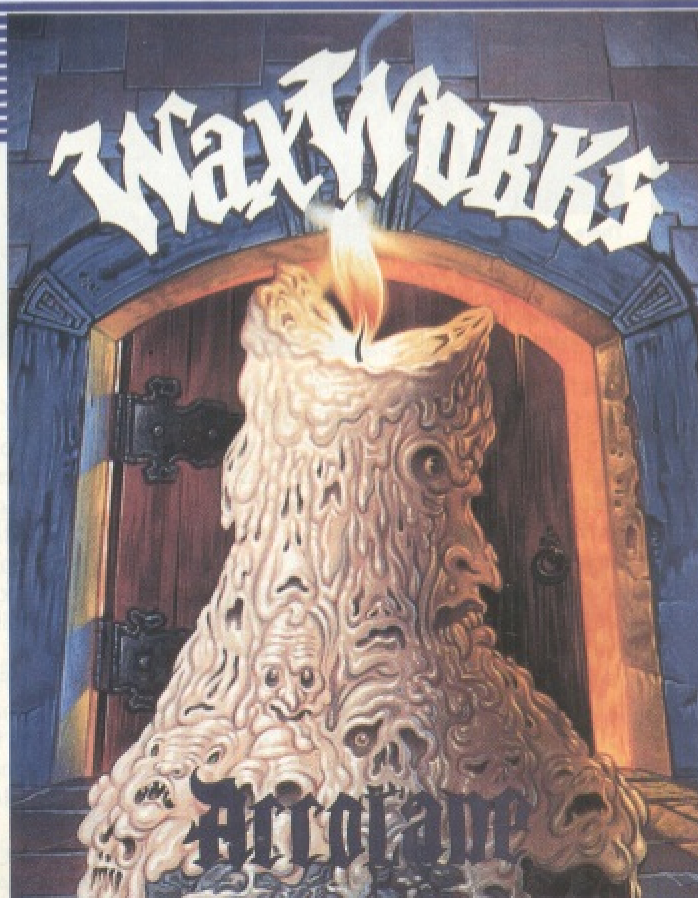
All Amiga-related charts supplied by Microbyte.



AMIGA
BUDGET CHARTS

1. Dizzy Yolk Folk
2. Panza Kick Boxing
3. Captain Dynamo
4. Treasure Island Dizzy
5. James Pond
6. Super Cars 2
7. Rainbow Island
8. North & South
9. Batman the Movie
10. Falcon

For sale: house of horror. Recently re-possessed.



It's Waxworks,™ the game that's more frightening than a picnic with Hannibal Lecter.

At the reading of your eccentric (but dead) Uncle Boris's will, you discover that your long lost twin brother Alex is still alive. There's only one snag, however. Alex is totally consumed with hate and is so evil he'd make Norman Bates blush. He's the victim of a curse put on your family by an evil gypsy.

Luckily for you, dear old Uncle Boris left you his Victorian mansion called The Waxworks and the insurmountable task of saving your wayward brother.

You must battle flesh-eating zombies, ghastly ghouls and demons that make a Nightmare on Elm Street look like an episode of Coronation Street.

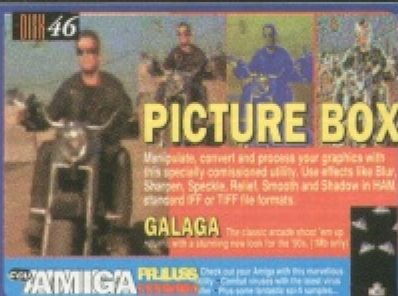
Journey through five worlds from 19th century England to Ancient Egypt. Discover spell books, weapons, even household appliances and use them in battle.

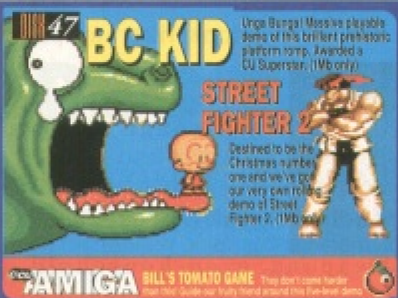
So play Waxworks,™ it's living hell on a disc.

ACCOLADE™
The best in entertainment software.™

46 *It's unbelievable! We've crammed absolutely loads of great utilities and playable demos onto our two coverdisks this month! On Disk 46 there are no less than six items, all geared to help you get the most out of your Amiga. There's a 12-bit image processor in the form of* Picture Box, SysInfo *to give you a complete breakdown of your set-up's components and specs,* Virus Checker V6.17 *to keep your Amiga fit and healthy, a dozen IFF sound samples, the brilliant shoot 'em up* Galaga '92, *and a cheat for Team 17's* Project X.

For Disk 47, we've squeezed in both a playable demo of the next big thing: BC Kid, *and a rolling demo of the current big thing:* 47 Street Fighter II. *Boot up now!*





COVERDISKS

LOADING DISK 46 Loading Disk 46 couldn't be easier. Just insert the disk in the internal drive, then power-up or reset. Alternatively, boot up from your usual Workbench disk or hard drive, insert Disk 46 and continue from there. All the programs can then be accessed from the Workbench screen. Double click on the disk icon, and then double click once again on the program folder icon of your choice. The program icon will then appear in its own window, alongside the documentation files. Double click on the program icon to load it. Additional instructions for all the items except the samples and PX Cheat are available by clicking on the doc files.

PICTURE BOX





There are some great graphic manipulation effects contained within *Picture Box* and let's face it – if you look like this (*right*) you're gonna need 'em!

In a fit of gargantuan generosity, we gave a huge pile of money to a talented programmer and asked him to come up with a graphics manipulation package to rival the likes of *Pixmate* and *Butcher*. The result is *Picture Box* which appears here in its entirety for the Amiga-owning world to use and enjoy.

Picture Box is a 12-bit image processor. It works with both IFF and TIFF format files. It's loaded by double clicking on the Picture Box icon in the Picture Box drawer. Users of '020 or higher processors should load the '020 version instead.

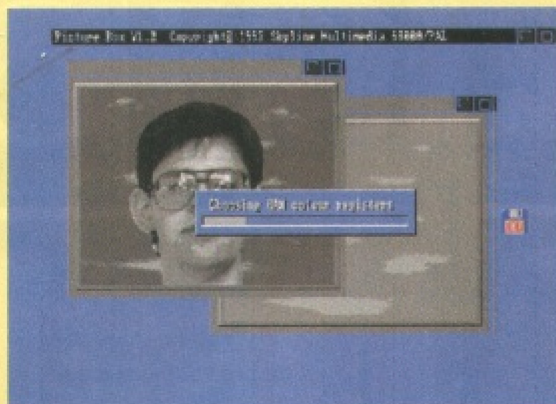
Although it works on images the size of the screen, most of the time you see a scaled-down, monochrome version of your image. There are two windows. The first houses the primary image, and the other holds the secondary image. There are a number of processes available, but we'll have a look at the 'rub through' effect, just to get the hang of it.

Once it's loaded and you see the two empty boxes on the screen, move up to the top of the screen and select 'LOAD IFF' from the PROJECT menu. From the file requester, select TUTORIAL1.IFF, and click on OK. The picture will appear in the left hand box in shades of grey, even though it's actually a colour image. Don't worry, this is just a representation of the picture.

Now go to the BUFFER menu and select COPY PRIMARY TO SECONDARY. This will swap the image over to the secondary box. Now the first box is free, select LOAD IFF from the PROJECT menu once again, and this time load the file TUTORIAL2.IFF.

Move up to the PROCESS menu, and select RUB THROUGH BLACK. Finally select RENDER HAM from the DISPLAY menu, and once the image has been processed, you'll see the first





12-bit image processing on the cheap (for free in fact!) comes your way with *Picture Box*. Choose from a whole string of weird visual effects, and save out your masterpieces for use in either Amiga packages or Apple Macintosh applications.

image superimposed on the second, with the black 'rubbed through' to reveal the background. Anything you create can be saved out as an IFF file, or a Macintosh compatible TIFF file.

You can of course, use your own images with *Picture Box* – that's the whole point. Try loading in any IFF or TIFF files you've got lying about, and mess around with the various effects such as false colour, blur, smooth, smooth 2, anti-alias, sharp, edge, edge 2, speckle, shadow, rip and relief. Some of the processes may take some time to render on machines with a basic 68000 processor, so be patient. The progress meter is there to let you know the computer hasn't crashed – it's just thinking. For more information, refer to the DOC files in the *Picture Box* drawer.

Hopefully, this is just the first of many more such packages that are currently in production and which will be exclusively distributed through CU Amiga. These disks are not public domain, however, and anyone found trading in illegal copies will be smacked on the wrists.

BACKING UP YOUR COVERDISKS It's a good idea to make backup copies of your coverdisks, should you accidentally delete any of the files, contract a virus or lose the disks themselves. Making a backup is easily done from your usual Workbench screen. Click once on the coverdisk icon, and select DUPLICATE from the menu bar. Get yourself a write-enabled disk to copy the coverdisk onto (this doesn't need any prior formatting or erasing). Follow the prompts on-screen to go ahead with the backup process. Alternatively, use the DOSCOPY function of a dedicated copying program such as *D-Copy* or *X-Copy*.

IF YOUR DISK WON'T LOAD In the unlikely event of your CU Amiga coverdisks not loading, remove all cartridges and peripherals, double check that you've followed the instructions exactly, and try again. If they still won't load, pop the offending disks in an envelope and send them to: CU DISK RETURNS, PC WISE, DOWLAIS TOP BUSINESS PARK, DOWLAIS, MERTHYR TIDFIL, MID-GLAMORGAN, CF48 2YY. They will then test your disk and send a replacement as soon as possible. For any urgent problems though, please ring the PC Wise helpline on 0685 350505. This line can be reached between the hours of 10.30 and 12.30 weekdays. Whilst CU Amiga makes every effort to check our coverdisks for all known viruses, we can accept no responsibility for possible damage caused by viruses which may have escaped our attention.

VIRUS CHECKER V6.17

Eradicate viruses from your system with this, the latest version of *Virus Checker*. Load it by double clicking its icon in the Virus Checker directory.

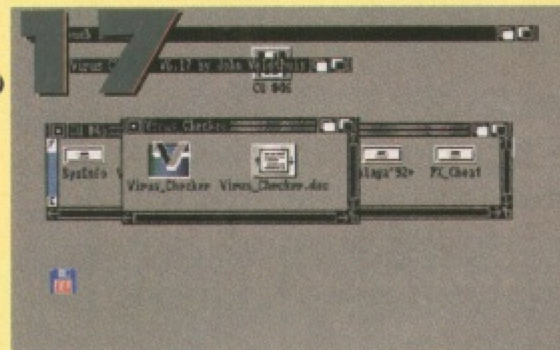
If you've used previous versions of *VC* or *Virus X*, you'll be familiar with the way it works. After loading, *Virus Checker* sits discreetly at the top of your Workbench, in the form of a short bar. The first thing it does is to check the RAM for any viruses. If it finds any, it informs you and disables them. If it comes across anything that looks suspicious, such as an abnormal coolcapture vector, it gives you the choice of setting it back to normal, or leaving it.

Next, it gets on with its other main task: checking disks. Each time you insert a disk, it checks the files and bootblock for any known viruses. As before, if it finds anything fishy, it gives you the choice of removing it or leaving it as it is. Please remember that many games have non-standard boot blocks, so don't go wiping any programs that are perfectly okay. CU Amiga cannot be held responsible for such actions – sorry!

Virus Checker can't look at read-protected files. If it comes across a read-protected file, it lets you know. You can then enter CLI or SHELL, and make the file readable by entering: PROTECT FILENAME +R [RETURN]. Wait a few seconds, then remove the disk and re-insert it. *Virus Checker* will then be able to check the file.

To get *Virus Checker* onto your hard disk or Workbench, copy the file Virus_Checker into either the root directory or the C: directory of your hard disk or Workbench disk. Edit your startup-sequence file to include a line which reads: Virus_Checker. It will now be called up and run each time you load Workbench or boot from your hard drive.

For those with Version 2 Amigas or higher,



Make sure your software stays virus free with the latest version of *Virus Checker*. An essential program!

clicking on the zoom gadget brings up a preferences window. You can use this to customise the program to your own needs. Remember that the close gadget will close down the whole Virus Checker program, not just the preferences window. Use the zoom gadget once more to reduce it to the smaller bar form.

Refer to the DOC files for further instructions.

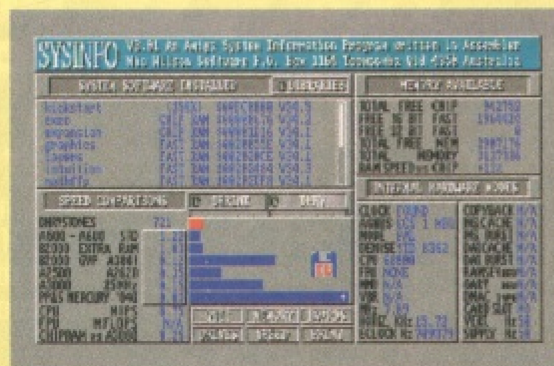
SYSINFO

SysInfo could be subtitled 'All you ever wanted to know about your Amiga, but didn't.' Sure, you know whether you've got a 1.3 Kickstart or a 2.0, seeing as the machine tells you every time you boot up, and you should know how much memory you've got, but what about all those other technical details? There are so many different permutations of the Amiga now, that there's virtually no such thing as a 'standard' model.

Let's say you're eyeing up a tasty piece of software, and your gaze falls on the list of system requirements. Fast RAM, Chip RAM, processors, hard drives, speeds and chip sets can all get rather confusing after a while. Aren't computers supposed to handle all the complicated stuff?

Well here's where *SysInfo* comes in. Whether you want info on your own machine, or you're checking out a second hand Amiga, or if you're just using someone else's computer, *SysInfo* can give you the lowdown on all things technical.

Double click on the *SysInfo* program icon, and you'll be presented with a neat screen of statistics regarding your machine. Everything is labeled, and it's all pretty much self-explanatory. If, for example, it says 'Processor: 68000', then you've got a 68000 processor installed. A number of the displays have a cycle gadget at the top of the list, which looks like a circular arrow. Clicking on this changes the current set of statistics to an alternative set.

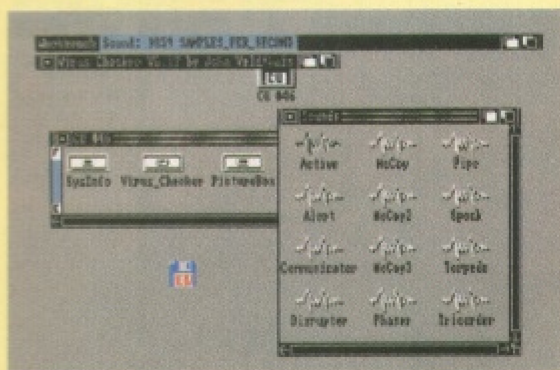


Using the icons located at the bottom of the screen, you can test the speed of your machine. The results of the test are then shown on a small bar graph, giving comparisons with various other set-ups. To get a more detailed view of the graph, use the expand gadget to zoom in. Any bars that are now too long to fit in the window are marked with a + symbol.

SysInfo is also capable of testing the speed of any drives you have connected, including CD, SCSI and IDE hard disks, as well as floppies. Click on the DRIVES icon, and switch to the drive you want to test with the icon at the top of the screen. Then click on the SPEED icon at the bottom of the screen. As the drive speed test is a write-only routine, it won't mangle your disks like some others would.

For more detailed instructions on how to use *SysInfo*, double click the DOC files in the SysInfo directory.

SOUNDS



If weirdo bleeps and sci-fi sounds are your cup of tea, then check out some of these groovy samples. Not of this Earth.

Open the SOUNDS drawer to access the dozen IFF samples on the disk. You can hear them by double-clicking on their icons. If you're to get the best out of them, you should load them into any sequencer or tracker, and that includes *MED* and *OctaMED* of course. You can also use them in any other program that supports IFF samples, such as *MovieSetter, 3D Construction Kit* or *SEUCK*. In fact, they'd be better suited to game/animation applications than used in music, as they're all sound effects rather than instrument samples.

PROJECT X CHEAT

Project X just has to be one of the best all-time shoot 'em ups on the Amiga. It's also damn hard. This is frustrating because Team 17 didn't include any cheats in the game. Curses. But now, the Wakefield-based team have programmed a special



cheat exclusively for CU Amiga readers. All the instructions you need are included in the program, but just so you know what to expect, here's what to do.

1. Load the PX_Cheat program by double-clicking its icon in the PX_Cheat drawer.
2. Write-enable your Project X game disk.
3. Remove the CU Coverdisk 46, and replace it with your *Project X* game disk in DF0:.
4. Press the left mouse button, and the cheat will be written to your game disk.

To try it out, reset the machine and start the game. Once in the game, hold down ESCAPE and press the fire button. You should now have a fully upgraded arsenal, and you'll be transported to the next level. (Needs original game to run – obviously)

ORGANISED – OOPS! On last month's coverdisks we supplied you with the filo-data program, Organised. Unfortunately, due to a typing error most of you were unable to save anything to disk. Sorry.

For those still struggling with it here are the correct instructions.

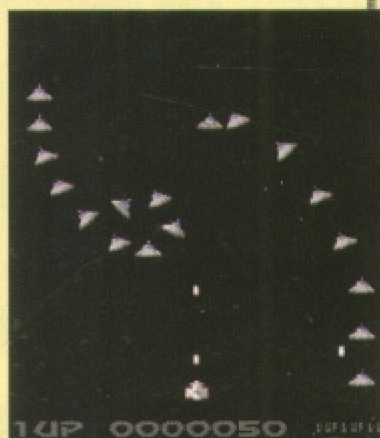
Boot up from Workbench and enter the shell. Then type:
makedir df0:filodat
That's it.

GALAGA '92

Take a trip back in time with *Galaga '92*, an updated version of the classic coin-op shoot 'em up. Load it as usual by double-clicking its icon in the Galaga drawer.

It's pretty obvious how to play this progression of the *Space Invaders* theme, but if you must have some instructions, here goes:

1. Turn the volume up to max
2. Plug a joystick into port 2
3. Press fire
4. Shoot everything
5. Dodge bullets and low-flying aliens
6. Pick up bonus tokens for power-ups
7. Get blown up
8. Shout obscenities at aliens
9. Jettison computer via window





If you remember the coin-op, here's a much improved version – it's a brilliant blast.

COVERDISKS

47 *It's the one they've all been waiting to see, and we've got it - a demo of Street Fighter II from US Gold. Plus, with a few nifty moves of his own, BC Kid hops, skips and headbutts his way through the Stone Age in a playable demo of Ubisoft's great new platformer. If that wasn't enough, we also have a slice of Bill's Tomato Game, a truly off-the-wall platform puzzler.*

LOADING COVERDISK 47 To load Coverdisk 47, just insert it in your Amiga's drive and switch on. Within seconds icons will appear for each demo. Just double click on the icon for the demo that you want to run. Moments later it will be ready to play (or watch). Please remember that your Amiga will need at least 1Mb of memory to run the Street Fighter II and BC Kid demos. If you have difficulty loading your disk please contact PC Wise at the address or telephone number given earlier.

BILL'S TOMATO GAME

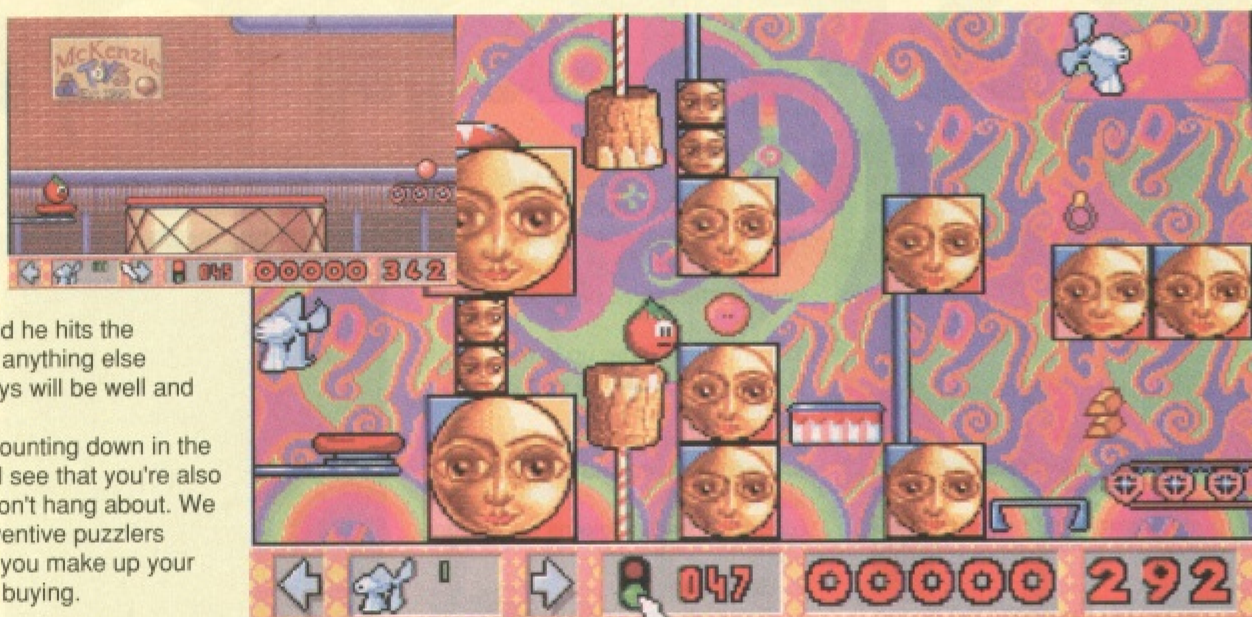
The purpose of this intriguing puzzler from Psygnosis is simple, but bizarre. Guide your tomato through each of the five screens, from left to right, using an array of fans, trampolines, jack-in-the-boxes, and so on. Position these items by clicking on them in the display panel at the bottom of the screen, then moving them to the desired place on the screen and clicking again. If the object doesn't stay where you want, it's either too close to another item (you can't have fans hitting each other's rotors, now can you?), or because some places are just out of bounds. On the first level you only have fans at your disposal – the other items come later. To see the full range of hardware available, click on the arrows beside the display panel.



The idea behind *Bill's Tomato Game* is straightforward: get your juicy red fruit from one side of the screen to the other without letting it get splattered. Unfortunately, this is a lot harder than it at first seems. There are five levels included in our demo, and if you can complete all of them then you're just showing off!

When you're happy with the arrangement of your tools (ahem!), click on the green button (below the red one), at the bottom centre of the screen. Boing! Your tomato's spring-loaded platform will fire, the fans will spin, and, hopefully, your ripe red friend will be blown and bounced across the chasm. If you fail and he hits the ground, or a fan, or a flame (or anything else tomato-unfriendly) his salad days will be well and truly over – splat!

If you look at the numbers counting down in the bottom right of the screen you'll see that you're also working against the clock, so don't hang about. We think this is one of the more inventive puzzlers we've seen of late, but we'll let you make up your own mind if you think it's worth buying.



One of the best new puzzle games of recent months, *Bill's Tomato Game* will have you tearing your hair out in frustration.

STREET FIGHTER II

They're mean, they're ruthless, and they're now destined to appear on an Amiga near you this Christmas. Probably the most eagerly awaited game of the century, or this year at least, is finally about to make an appearance on every-one's favourite home computer. Will it seriously rival the SNES version, and how close can it come to emulating the brilliant coin-op? Well, this is your chance to gain a first impression in our special rolling demo.

Cutting up rough on the street (or, in this case, an airbase) are Ryu and Chun Li. Karate-master Ryu, an exponent of the dragon punch and cyclone kick, slugs it out with Chun Li, the only female streetfighter in US Gold's forthcom-ing conversion. Ungentlemanly conduct on the part of Ryu? Not at all: Chun Li's as hard as nails and, with her spinning bird kick and hun-dred foot kick, is a tough opponentto beat.

There are two rounds for you to watch, as the two characters show off their deadly array of special kicks and moves. The final version of the game is going through rigorous playtesting as I write this and should be in your shops very, very soon. Watch out for a full review next issue!

If you've got an accelerated machine, you can even watch the pair fly through their rou-tines at an extra quick pace.



The totally excellent coin-op comes to the Amiga for the very first time and here you can have a sneaky peak at this special rolling demo from Creative Materials. Good, eh?!



Will Ryu prove to be more than a handful for Chun Li, or will the mighty Chun Li inflict some serious damage on the karate master? Find out in this amazing demo.

BC KID



Here's your chance to nut the opposition with a combination of lethal head butts in the amazing, the brilliant, the totally addictive *BC Kid*. Winner of a CU Superstar!

Ever wondered why the dinosaurs died out? Forget meteors and ice ages, it was probably due to acute migraine after encountering the Neanderthal nipper you'll meet here. It is your job to steer the toddling tearaway star of Ubisoft's new platformer safely through his volcano-strewn world. For an in-depth review of this masterpiece, look no further than page 54 of this month's issue. But if you can't wait that long, here's how to control the kid:



Using a joystick, guide the diminutive hard-nut hero to the right, through the scrolling landscape. He's not alone, however, and the strange creatures that scurry towards the kid need to be headbutted out of the way: press the fire button to see him get tough. The hatchet-wielding weirdoes are tougher than the green critters, and take more pounding. Try getting rid of them with an airborne attack: push the joystick up to see the kid jump, press fire, and watch him fall headfirst onto his enemies. Make sure you judge the distance between them correctly or – crunch – he'll hit the ground with a head-splitting thud. Don't let the monsters touch the kid while he's unprepared or – ouch – he'll know all about it.

The kid gets three lives, and the three hearts in the top left of the screen show his state of health for the current one – the more the red fades, the worse he's doing. When overpowered, the prehistoric nasties will dispense happy faces – which means extra points for our hero if he can pick them up.

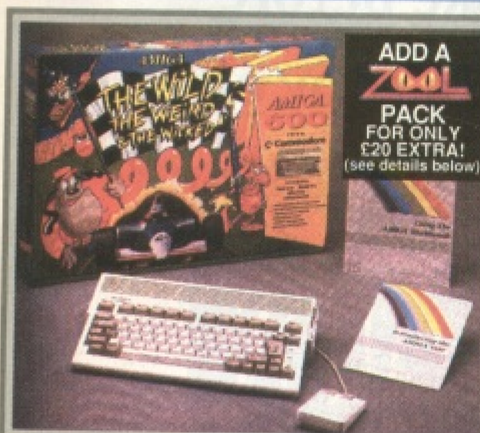
Plenty of strange shrubs grow in this primordial world, of course. If the kid jumps onto the yellow ones he can use them as trampolines to bounce high up and grab point-conferring pieces of fruit above. Headbutt the red ones and pieces of fruit, malevolent, jumping monsters, or meaty kebabs may emerge. If the kid eats two of the meaty kebabs (or a giant size one) he will become invulnerable for a short period, as indicated by a green force field. In this state he can steam straight through his enemies. Occasionally red hearts may appear from the butted plants – these help restore the Cretaceous crusader's health.

There are three stages for BC Kid to complete on CU's demo: 'Practice', 'Highlands', and 'Kick Head'. In 'Highlands', volatile volcanoes burst from the ground, blocking the Jurassic junior's path. Mind that lava! If he's confronted by cliff faces, make him jump immediately in front of them and see him bite the rock. Keep pushing the joystick up to make him climb higher – if you don't he'll slide down. When he gets to the top, move the joystick to the side again so he can be on his way. We won't reveal how the final stage ends, but keep the name in mind when looking for the way out!



THE BEST DEALS, THE LATEST AMIGA TECHNOLOGY

AMIGA 600 WILD, WEIRD, & WICKED PACK



ADD A ZOOL PACK FOR ONLY £20 EXTRA! (see details below)

Comprising the Amiga 600 computer with 1 Mb RAM, 3.5 inch 1 Mb floppy disk drive PLUS mouse, manuals, Workbench 2.0, all connections to your TV set, and the following FREE software:

- MICROPROSE GRAND PRIX
- SILLY PUTTY
- PUSHOVER
- DELUXE PAINT III

all for £319.95 inc.

.... and you can add even more games or accessories with our exclusive added value packs detailed lower down this page........

NEW!

ADD A ZOOL PACK FOR ONLY £20 EXTRA! (see details below)

AMIGA 1200

THE NEXT GENERATION AMIGA

- True 32 bit computer with a 68020 processor running at a blistering 14Mhz, 5 x faster than previous Amiga's!
- 2Mb of 32 bit memory expandable via smart card slot
- New AA graphics chips give maximum 262,000 colours on screen from a palette of 16.9 million!
- Styled similar to Amiga 600, but includes numeric keypad
- Compatibility mode for existing Amiga programs, whilst new releases will feature Amiga 1200 enhancements
- Includes new Workbench 3.0 operating system

Amiga 1200, only £369.95 inc.

AMIGA 600 EPIC & LANGUAGE LAB PACK

Comprising the Amiga 600 computer with 1 Mb RAM, 20 Mb hard disk drive, 1 Mb 3.5 inch floppy disk drive, PLUS mouse, manuals, Workbench 2.0, all connections to your TV set and the following free software:

- EPIC
- MYTH
- ROME
- TRIVIAL PURSUIT (in 3 languages!)
- DELUXE PAINT III (painting package)
- AMIGA TEXT (Word Processor)
- FIVE LANGUAGE DICTIONARY



ADD A ZOOL PACK FOR ONLY £20 EXTRA! (see details below)

all for £449.95 inc.

.... and you can add more value, either games or accessories, with our packs detailed below ....

AMIGA 1500 PACK

Comprising the Amiga 1500 computer with separate system unit and detachable keyboard, 1Mb RAM and two 3.5 inch disk drives, nine internal expansion slots, Workbench 2.0 and Kickstart 2.0, and the following free software:

- THE WORKS Platinum Edition (Word Processor, Spreadsheet, Database)
- HOME ACCOUNTS
- DELUXE PAINT III
- ELF
- TOKI
- PUZZNIC
- GET THE MOST OUT OF YOUR AMIGA BOOK

all for £539.95 inc.

AMIGA 3000

Comprising the Amiga 3000 computer with separate system unit and detachable keyboard, fast 25Mhz processor speed, 2Mb RAM and one 3.5 inch disk drive, latest version 2.0 machines, available with the following hard drives:

52Mb hard drive £1299.95
105Mb hard drive £1479.95
1935 SVGA monitor £259.95
1960 multisync monitor £419.95

AMIGA 600 DELUXE PAINT & GAME PACK

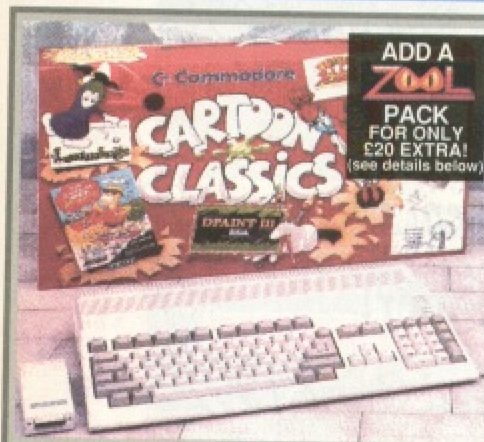
Complete Amiga 600 computer, with 1 Mb RAM, 3.5 disk drive, one game (normally Lemmings) and Deluxe Paint III. **£269.95 inc.**

AMIGA 4000 MULTI-MEDIA SYSTEM

New awesome multi-media platform featuring 68040 32 bit processor running at 25Mhz, new AA chipset with 16.9 million colours, 6Mb RAM and high density 3.5 inch disk drive, latest Workbench 3.0 operating system

A4000 40Mb HD **£1999.95**
A4000 120Mb HD **£2199.95**

AMIGA 500+ CARTOON CLASSICS PACK



ADD A ZOOL PACK FOR ONLY £20 EXTRA! (see details below)

Comprising the Amiga 500 plus computer with 1 Mb RAM, 18 key numeric keypad 1 Mb 3.5 inch floppy disk drive, PLUS mouse, manuals, Workbench 2.0, all connections to your TV set and the following free software:

- LEMMINGS
- THE SIMPSONS
- CAPTAIN PLANET
- DELUXE PAINT III

all for £269.95 inc.

.... and you can add even more games or accessories with our exclusive added value packs detailed below........

CDTV ENTRY PACK

CDTV player complete with remote controller, plays audio CD's, CD audio plus graphics disks, and Amiga interactive titles, comes complete with the following software:

- WELCOME DISK
- HUTCHINSONS ENCYCLOPAEDIA
- LEMMINGS (the award winning game)

all for £369.95 inc.

AMIGA CDTV PACK

MULTI-MEDIA SYSTEM

Combination of the CDTV and an Amiga compatible computer including CDTV player, black Amiga keyboard, infra-red mouse, 3.5 inch black Amiga disk drive, Wokbench disks and remote controller

all for £469.95 inc.

......ADD MORE GAMES, MEMORY OR ACCESSORIES WITH OUR VALUE ADDED PACKS!

ZOOL PACK

Includes:
- ZOOL - 97% rated AMIGA COMPUTING
- STRIKER - 94% rated CU AMIGA
- PINBALL DREAMS - 94% rated AUI
- TRANSWRITE - premier word processor

....worth over £127 in total!

ONLY £20 EXTRA!

AWARD WINNERS PACK

Includes four award winning games:
- KICK OFF 2
- PIPEMANIA
- POPULOUS
- SPACE ACE

....worth over £122 in total!

ONLY £10 EXTRA!

PHOTON PAINT

(THE 4096 colour painting program)

+

GFA BASIC

(essential for writing your own programs)

ONLY £10 EXTRA!

ACCESSORIES PACK

Essential extra's including, Zipstick Super Pro joystick, 10 blank 3.5 inch disks, lockable 40 capacity disk box, high quality mouse mat and dust cover

ONLY £20 EXTRA!

EXTRA 1Mb RAM

for A500 ADD £30
or A600 ADD £35

FUTURETECH

Orderline & enquiries telephone (0908) 211665 open 7 days a week 9am-7pm

......AND WE DELIVER FREE, DIRECT TO YOUR DOOR!

PHILIPS 8833 MKII COLOUR MONITOR



The best selling monitor for the Amiga giving a crystal clear colour display together with fantastic stereo sound!

- FREE LOTUS TURBO 2 GAME
- FREE AMIGA CABLE
- 12 MONTHS IN-HOME SERVICE
- OFFICIAL UK PRODUCT

all for £179.95 inc.

tilt & swivel stand £10.95
dust cover £3.95

PRINTERS



All printers include ribbons & Amiga cable!

Citizen 120D 9 pin mono	£109.95
Citizen SWIFT 9 pin colour	£169.95
Citizen SWIFT 200 24 pin mono	£194.95
Citizen SWIFT 200 24 pin colour	£214.95
Citizen SWIFT 240 24 pin mono	£244.95
Citizen SWIFT 240 24 pin colour	£264.95
Star LC20 9 pin mono	£119.95
NEW! Star LC100 9 pin colour	£149.95
Star LC200 9 pin colour	£169.95
NEW! Star LC24-100 24 pin mono	£184.95
Star LC24-200 24 pin mono	£199.95
Star LC24-200 24 pin colour	£239.95
Star XB24-200 24 pin colour	£359.95
Star SJ48 inkjet	£194.95
Star Laserjet 4 laser	£699.95
Star Laserjet 4 postscript laser	£949.95
Canon BJ10ex inkjet	£219.95
Canon BJ20ex inkjet inc. s-feeder	£309.95
Canon BJ300 inkjet	£369.95
Canon BJ330 wide carriage inkjet	£489.95
HP Deskjet 500 mono inkjet	£324.95
HP Deskjet 500 colour inkjet	£449.95

Sheet Feeders

Citizen SWIFT manual sheet feeder	££27.99
Citizen SWIFT auto sheet feeder	£74.99
Star LC20 auto sheet feeder	£57.99
Star LC100 auto sheet feeder	£59.99
Star LC200 auto sheet feeder	£59.99
Star LC24-100 auto sheet feeder	£62.99
Star LC24-200 auto sheet feeder	£62.99
Star SJ48 auto sheet feeder	£49.99
Canon BJ10ex auto sheet feeder	£49.99

GENUINE RIBBONS	MONO		COLOUR	
	one £	six £	one £	six £
Citizen 120D	3.95	20.95	-	-
Citizen SWIFT series	4.45	21.95	15.95	92.95
Star LC10,LC20,LC100	4.25	22.95	5.45	30.95
Star LC200	5.45	30.95	11.95	63.95
Star LC24-200	6.45	36.95	12.45	67.95
Star SJ48, Canon BJ	15.45	89.95	-	-
HP Deskjet	21.45	125.95	25.45	149.95

HARD DRIVES

GVP Hard Drive 8 for A500 & A500 plus	52Mb drive £	120Mb drive £
with no RAM fitted	329.99	429.99
with 2Mb RAM fitted	369.99	469.99
with 4Mb RAM fitted	409.99	509.99
with 8Mb RAM fitted	489.99	589.99

GVP A530 COMBO, a hard drive and 68030 accelarator for the A500 & plus	52Mb drive £	120Mb drive £
with 1Mb RAM fitted	659.99	759.99
with 2Mb RAM fitted	699.99	799.99
with 4Mb RAM fitted	799.99	899.99
with 8Mb RAM fitted	979.99	1039.99

68882 maths co-pro for A530	£219.95
PC 286 emulator for GVP HD 8	£189.95

GVP hard card 8, a combined hard drive and RAM board for the A1500 & A2000	52Mb drive £	120Mb drive £
with no RAM fitted	279.99	409.99
with 2Mb RAM fitted	319.99	449.99
with 4Mb RAM fitted	359.99	489.99
with 8Mb RAM fitted	439.99	569.99

CDTV ROM DRIVE

Allows your Amiga to play CDTV titles and music CD's. Models for 500/+/600/1200

only £269.99

FLOPPY DRIVES

Cumana 3.5 inch 1Mb drive	£49.95
Roctec roclite 3.5 inch 1Mb drive	£59.95
Power PC880E 3.5 inch 1Mb drive	£47.95
Power PC880B 3.5 plus BLITZ	£57.95
Power PC880B 3.5 plus X-Copy	£72.95

MEMORY

512K RAM exp. for A500 & plus	£17.95
512K RAM & clock exp. for A500	£22.95
1Mb RAM exp. for A500 plus	£34.95
1Mb RAM exp. for A600	£32.95
1Mb RAM & clock exp. A600	£37.95
2Mb RAM smartcard A600 & 1200	£114.95
4Mb RAM smartcard A600 & 1200	£174.95

SIMM BOARDS

1Mb SIMM suitable for GVP HD8 etc	£21.99
4Mb SIMM suitable for GVP HD8 etc	£88.99
1Mb 32bit SIMM for GVP Combo etc	£51.99
4Mb 32bit SIMM for GVP Combo etc	£151.99

ROMS & SHARER

Kickstart 1.3 ROM	£23.99
Kickstart 2.0 ROM	£34.99
Keyboard switchable ROM sharer A500	£16.99
New! A600 ROM sharer	£28.99
Official Commodore V2.0 upgrade kit, inc. V2 ROM, V2.0 disks & manuals	£79.99

CUSTOM CHIPS

CIA 8520A I-O chip	£7.99
Super Denise custom chip	£21.99
Fatter Agnus 8372A custom chip	£30.99

SCANNERS

Power B&W scanner, 64 greyscales, up to 400 dpi, editing software inc.	£94.99
New! Power colour scanner, 4096 colours, up to 400 dpi, software inc.	£229.99

MICE, TRACKBALLS

Naksha upgrade mouse inc. freebies	£23.99
Squik quality replacement mouse	£11.99
Golden Image mega mouse	£12.99
Golden Image crystal trackball	£36.99
Zydec trackball	£29.99
High quality 8mm mouse mat	£3.49

3.5 DISKS, BOXES

10 3.5 1Mb bulk 100% certified	£4.95
25 3.5 1Mb bulk 100% certified	£10.95
50 3.5 1Mb bulk 100% certified	£19.95
100 3.5 1Mb bulk 100% certified	£37.95
500 3.5 1Mb bulk 100% certified	£174.95
Box of 10 branded TDK 3.5 1Mb	£7.95
Box of 50 branded TDK 3.5 1Mb	£37.25
Box of 100 branded TDK 3.5 1Mb	£69.95
10 capacity 3.5 disk box	£1.49
40 capacity 3.5 disk box - lockable	£2.95
80 capacity 3.5 disk box - lockable	£4.95
500 3.5 disk labels	£5.95
1000 3.5 disk labels	£8.95

JOYSTICKS

Quickshot II Turbo	£8.95
Quickjoy Jetfighter	£10.95
Quickjoy Topstar	£17.95
Quickjoy Superboard	£16.95
Zipstick Super Pro autofire	£10.95
Competition Pro autofire, burstfire	£12.95
Voltmace Delta 3A analogue	£7.95

CONTROL CENTRES

View centre, monitor stand only:	
A500 & A500 plus version	£24.95
A600 version	£20.95
Control Centre, monitor stand & shelf:	
A500 & A500 plus version	£39.95
A600 version	£34.95
Super Control Centre, monitor stand & two shelves:	
A500 & A500 plus version	£54.95
A600 version	£49.95

We offer you

- Free delivery in the UK
- All prices include VAT
- Price match
- Computerised ordering
- Staff with 10yrs experience of Commodore products
- Free catalogues
- 12 month warranty on all products (in-home service on Amiga's and Philips monitors)
- Free collection of product in warranty period, if necessary

How to order

Call our orderline shown below if you have a credit or debit card, or if you have any queries before you purchase. Be ready to quote your card number, expiry date and your name, address and contact telephone number.

OR, send your order into us at the address shown below, together with your personal cheque or a bank or building society draft made payable to, Futuretech Consumer Electronics Ltd. Please state your requirements clearly, along with your name, address and telephone number.

FUTURETECH
Unit 3, Frederica
Caldecote Street
MILTON KEYNES
MK16 0DD

Telephone (0908) 211665
Fax (0908) 217984



Prices and specifications are subject to change without prior notification. E & O E. Goods are sold subject to availability and are not supplied on a trial basis. Personal cheques require 7 days to clear. Futuretech is Futuretech Consumer Electronics Ltd (registered in England). All trademarks acknowledged

CALL US NOW AND ASK FOR YOUR FREE AMIGA CATALOGUE!

FUTURETECH

Orderline & enquiries telephone (0908) 211665 open 7 days a week 9am-7pm

shape shifting on the amiga

Digital effects are all around us, on television, in the cinema, and now on the Amiga. Come with CU Amiga as we take you on a studio tour of the very latest in state of the art computer graphics.

VISUAL EFFECTS

Ripples, Twirls and Morphs may sound more like confectionery and plasticine cartoon characters than the latest computer jargon, but Amiga owners now have a new meaning for them – digital visual effects. The ultra-pure look of computer graphics have become so cliched on today's television that emphasis has switched to processing real-world images. It's no longer acceptable to simply overlay real-world and computer generations with a genlock or chromakey, now they must interact.

Let's say that you have a hi-res, beautifully sharp digitised picture displayed on your Amiga. Now imagine that instead of glass, the TV screen is actually a thin sheet of rubber and you can bend and stretch the image in any way you like. You can pinch it and cause faces to shrink inwards, pull it and create grotesque mutants. You can alter the screen to becomes a pool of liquid with the picture projected onto it from behind, and then drop imaginary objects into it to cause ripples to spread outwards. And the most impressive effect of all: causing a highly detailed image to shift and alter itself to take on an entirely new appearance – a morph.

Guess what? There are now at least three big-name software-based visual effects packages available on the Amiga, with most claiming 'cinematic quality' output – some have already been used in professional television productions.

WHY 24-BIT?

As you are probably sick of hearing by now, 24-bit graphics, and the 16 million plus colours they provide, are all the bits you'll ever need to display a picture. By using a byte for each of the red, green and blue components of a pixel, the range of available colours is actually greater than that which can be detected by the human eye. By comparison, the now old hat Amiga HAM mode provides an image with a paltry 12-bit resolution, or 4096 different colours.



Image processing and young children don't mix - it's all too easy to select the warp functions of *CineMorph* with disasterous results.



It's only fair that you warp yourself once in a while. My glasses aren't this strong, really.

However, this doesn't mean that a 24-bit graphics board is an essential purchase, for it is entirely possible that the processed image might never be seen in the full glory of its million-plus colours. Internally, the software stores and updates the image with 24-bit accuracy, thus ensuring that any jiggery-pokery with the mathematical formulae needed to generate all the effects is used to best effect, but the finished result may only be displayed on a HAM screen.

The downside, as you have also probably guessed, comes about because storing graphics in 24-bits uses up a whole lot of memory. Thankfully, if your Bank Manager isn't a big fan of your Amiga and really doesn't understand your deep need to upgrade to Workstation status, you can still experiment with your favourite paint program: as long as it's *Deluxe Paint Version 4*, that is.

THE REALMS OF THE POSSIBLE

The effects which you can now achieve on any Amiga used to require custom-built digital and analogue computers costing many thousands of pounds. Machines such as the Quantel Mirage worked by storing the image in an internal framebuffer, before unleashing the custom chippery necessary to alter the image.

Some digital video effects (DVEs) still require special hardware, especially if they are to occur in real time. For this reason the VideoToasters of this world are not about to be made redundant by some clever software – producing a 50 frame morphing animation with any of the software packages reviewed here is far from being an instantaneous affair. There are advantages to using software: it's a lot cheaper than hardware, it's a lot more flexible (BlackBelt seem to produce an update to *ImageMaster* every two weeks) and it can also produce significantly better results.

All the new software packages we'll be looking at provide extensive support for 'Morphing', that is, the changing of one image into another over time. Morphing is the current fashionable video effect, and once you know what it looks like you can't watch a single commercial break without seeing an example.

Both BlackBelt's *ImageMaster* and ASDG's *MorphPlus* also provide many other effects, including swirl and ripple effects, not to mention the many other ways of providing cruel distortions. These effects can be used on the smallest IFF brush to the largest 24-bit image that your memory can store, and results will be as dramatic as you could possibly want.

MORPHING

When the evil Terminator grows out of the floor in the film of the same name, you're seeing a polymorphic sequence, as an image transforms itself into a new shape. Morphing software geometrically alters images, moving a pixel here, altering a colour there to create a smooth transition between two pictures. The software is helped by a human user, who has placed 'control points' at important parts of the image. These points indicate common or similar points in both the first and last image – the computer does some in-betweening on them to calculate the intervening frames.

Two brushes were created, and given to *Deluxe Paint's* morph function. Notice how *D-Paint* does not offer true morphing, rather a form of blending.



WHEN IS A MORPH NOT A MORPH?

When it's blend, as anyone who has had the pleasure of using *Deluxe Paint 4* and its morph option will tell you. *D-Paint's* morph is hidden away in the brush menu, and it works by generating a series of animbrushes from between the two alternate brushes – which may be as big as the screen. The trouble with this morph is that it's stupid and it doesn't know which parts of the image are important and which parts aren't. You can't really blame *D-Paint* for this – after all, a morph function is a bit of a free gift when part of an art package.

Nevertheless, *D-Paint* is a perfect way to start playing with morphing, even if all the morphs end up looking like a simple blend. Take a look at the example 'evolution' images (left) generated with *D-Paint*. The human seems to melt away, and is replaced with the monkey as in some tragic transporter accident straight out of Star Trek. Compare it with a version generated with a dedicated morphing package and you should be able to see how this new and improved version subtly alters to become, rather than replace, the new image. The difference is even more striking when viewed as an animation. Apologies for the human face used by the way, but try convincing someone to have their face morphed into a monkey and chances are you'll end up doing it to yourself, too

Like buses, morphing packages seem to arrive in groups. There are now three intelligent morphing packages available for the Amiga: ImageMaster from BlackBelt, MorphPlus from ASDG and GVP's CineMorph. We'll assume that you are already conversant with Electronic Art's *Deluxe Paint*, as everyone who has bought an Amiga recently will have a copy, and those who haven't upgraded to Version four should have.

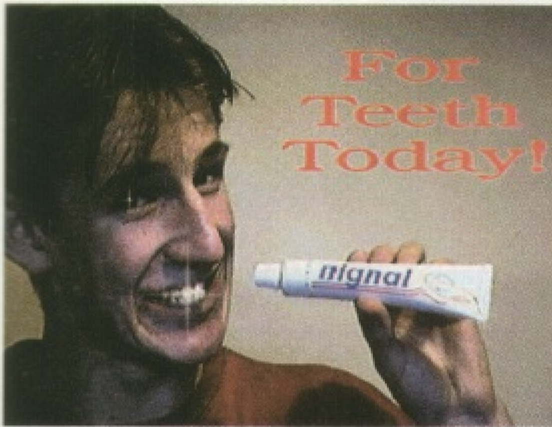
HARDWARE If you plan on exploring the world of visual effects beyond *D-Paint*, you are going to have to invest in some pretty expensive hardware. The bad news is that quality costs – and if you want to morph a hi-res, interlaced 24-bit image of a chequered floor into an eight foot liquid metal robot killing machine from the future, you're talking a whole lot of quality.

At the very, very least you will need 3Mb of Ram, which is well over the 1Mb standard sported by most Amiga's. I found that both *MorphPlus* and *ImageMaster* needed 6Mb before they would start playing properly, and even CineMorph would need close to this amount if high quality 24-bit images were involved. This extra memory should preferably be 32-bit wide and used in tandem with an Amiga fed with a Motorola 68020,'30, '40 and FPU (floating point unit). Of course, the brand spanking new A1200 and A4000 come with 68020s, 68040s and 32-bit ram as standard. Likewise, the A3000 comes with an 68030 (and not an '020 as mentioned last month, sorry). The rest of us will need to rush out, credit cards trembling with anticipation, in search of an accelerator card. When it comes to 24-bit graphics the Amiga can be acting purely as a 'number-cruncher' – sometimes the results won't even be rendered on an Amiga screen. Needless to say, the speed of the Amiga is paramount. The difference an accelerator makes for a small, one-off visual trick is negligible, but for an animated sequence or even a single large 24-bit image, the faster chip makes the difference between a project that gets done and one that doesn't.

Hard disks may be a luxury for some, but for digital visual effects artists they are essential. Image files take up a lot of space: so much in fact that high-capacity optical storage devices are needed for larger projects. Even quite tame animations will no longer fit onto a single standard or high density floppy disk – so you'll soon be crying out for a utility such as *Quarterback* to split files over several floppies.

The quality of the finished images depends on the hardware used to display them, and that in turn depends on how much you want to spend. A bare Amiga can still produce excellent results using an over-scanning interlaced HAM mode and the new HAM-8 and 256 colour modes supplied by the new AGA chipset should be even better, if not yet proved. External hardware such as as Digital Creation's DCTV or BlackBelt's HAM-E can provide stunning results, but for absolute A1 quality you'll need a pure 24-bit display board such as an (quite cheap) AVideo or (quite dear) GVP IV-24. The broadcast quality images produced by the latter can then be stored on video-tape, video disk, or injected directly into a processional editing suite.

Those packages in full



A little work with *ImageMaster* and *AdPro* produces this splendid example of image processing a work in television advertising.

IMAGEMASTER

ImageMaster was fully reviewed back in the October issue of CU, although since then it has been updated (several times). By a short whisker it was the first commercially available package to offer proper morphing, but is by no means showing any form of aging. BlackBelt's update policy means that the version of the software you are using has probably been superseded, so registering is extremely important. The downside is that most of the manual is now on disk instead of paper, so until a new manual is made available you'll need to print your own.

In the very latest version of *ImageMaster* we could get hold of – 9.20 – the morphing feature has been improved to include definable 'arcs', as well as the normal control points. The arcs will enable parts of the images to move in curves rather than in straight lines and add an organic feel to morphs. The familiar dual image display has been retained, but an 'onion skin' option is also available.

Controlling the morph is simply a matter of plonking down some points in the first image, and altering their positions in the second. BlackBelt recommend you add about 50 points which will stop elements of the images simply 'ghosting' onto the screen.

When producing a sequence for use as an animation, the ability to control the speed at which the morph occurs can provide a perfect finishing touch. For example, you may wish most of the changes to occur at the beginning of the sequence, with more subtle effects towards the latter frames.

ImageMaster's morphing procedure itself is not particularly slow, and the results can be either be rendered in Amiga format or stored as 24-bit images. Motion morphs can also be created, so within your animation, an object can move across the screen, transforming as it goes. Impressive stuff, which we'll probably be seeing in demos.

It would do *ImageMaster* a great injustice to go on without mentioning its many image processing features.

The special effects offered by *ImageMaster* are extensive, with my favourite still being the ability to add a little twinkle of light to a digitised face. *ImageMaster* provides extensive ARexx support, through which the animation possibilities are realised.

ImageMaster now fully supports the AGA, and my goodness are we going to be hearing a lot more about that new HAM-8 mode. By extending the cunning trickery used by HAM, the Amiga now has a pseudo-18-bit graphics mode as standard, blowing one heck of a raspberry at the most super of Super-VGA PC cards. Most people will be unable to tell 18-bit from 24-bit graphics, especially when the image is animated. Be prepared for some gob-smacking animations.

As a fully featured image processing package, ImageMaster has more features than any normal person could possibly want. With each new version comes new possibilities, and when it reaches version 10 I'm sure it will be the best program available.

MORPHPLUS

It seems that practically every month we seem to find some excuse to mention ASDG's *Art Department Professional* (*AdPro*). This could be due, to some extent, because AdPro is ubiquitous when graphics and the Amiga are used – it's just soooo powerful.

When reviewing *ImageMaster*, I had the unfortunate task of having to choose between it





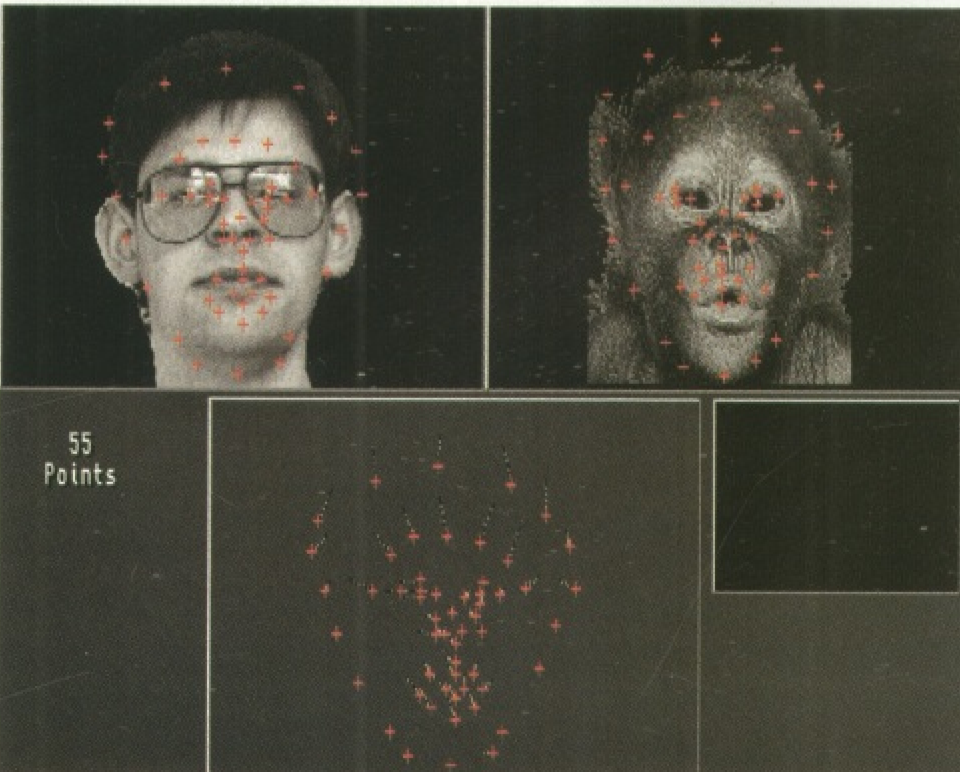


When *ImageMaster* is given 100 control points and two similar images, it starts to produce amazing morphs like these.Other images needed.

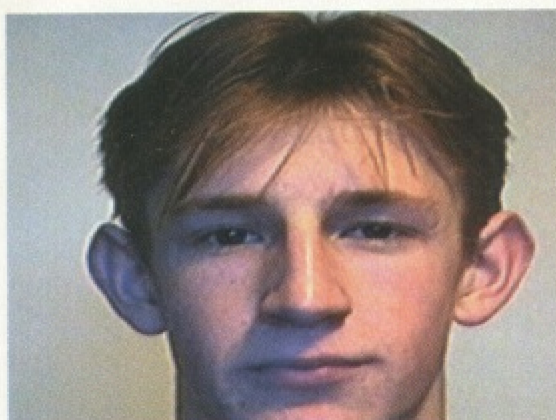
MORPHING FOR PROFIT Morphing is happening all around us. The ultra-expensive film, Terminator II, made extensive use of computer effects, including famous sequences when the bad-guy Terminator changes shape to disguise himself. Although only on-screen for seconds, these frames took many, many hours of processing on expensive Quantel video hardware.

The same people who brought those effects to the cinema have also turned their attention to television advertising – the notable example being the recent ad for Volvo cars in which a car morphs into a galloping horse: therefore presumably demonstrating how exciting Volvos really are!? Other advertisements feature shampoo bottles changing shape, hairstyles magically altering on the heads of the owners and just about anything that can look snappy and appealing in less than 30 seconds.

Music videos have always been amongst the first media forms to explore anything new, and if you didn't see Godley and Creme's 'Cry' video when it first came out a few years ago, try and catch Michael Jackson's when it is reshown on MTV.



In *ImageMaster* each image is peppered with control points and left to their own devices. A point on the left image has a matching point on the right. Alter their positions and you can control how the morph moves.



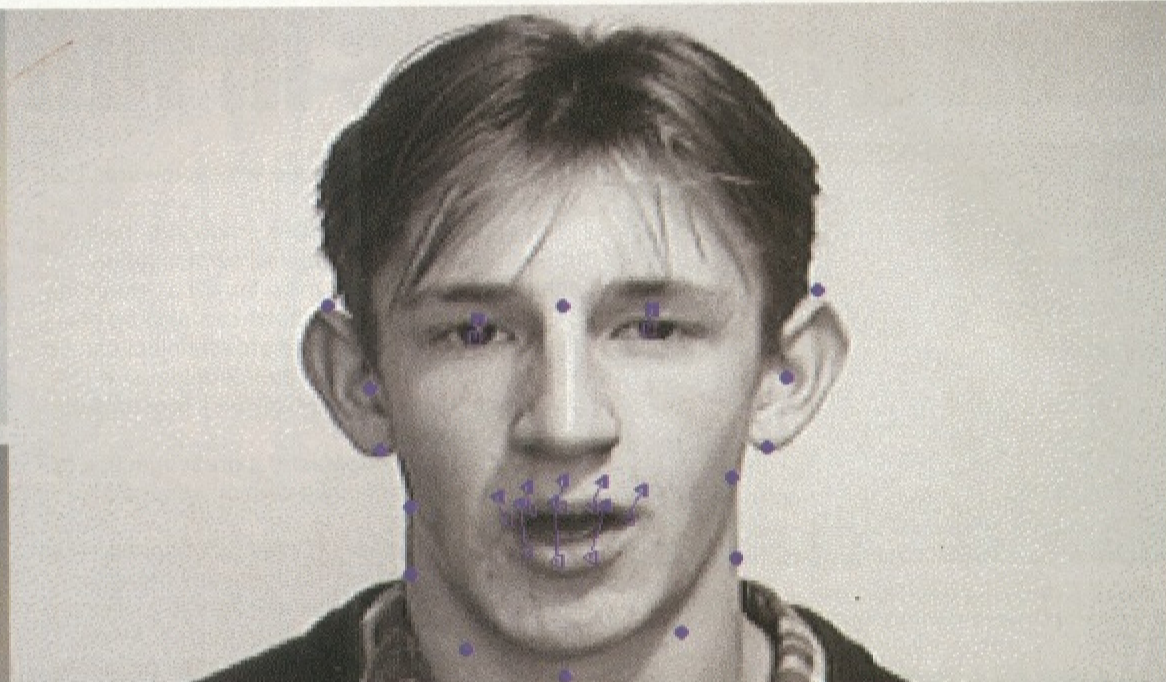








This sequence was created with *MorphPlus*. The first image was 24-bit colour, the last a 16 shade monochrome image. *MorphPlus* works with both images, and produces an impressive set of images, even more so when animated.



The main MorphPlus morphing screen provides an 'onion skin' effect to enable accurate positioning of control points. This is the only way I can get my brother to shut his mouth.

AREXX Whilst most morphing operations will be carried out automatically, it can't be denied that a good working knowledge of ARexx programming is all but essential for the generation of other really good Amiga special effects. As an example, let's look at ASDG's *MorphPlus* and its 'Ripple' command.

The normal Ripple function works on a single image, as can be seen in the picture above. A special preview image is drawn in the centre of the screen, and the mouse is then used to place the centre of the ripple. The various characteristics of the ripple are fed into the requester to the right. A click on the Accept gadget, a short delay as numbers are crunched, and voila: your image has a whopping great wave slap bang in the middle of it.

To create an animation you could repeat this process, moving the ripple slightly each time. This would be a very tedious and error-prone process, and is exactly the sort of thing that ARexx was invented for. With a relatively simple ARexx script – perhaps even adapted from one of the examples supplied with *MorphPlus* – you can set everything up, nip down the launderette, do your smalls and come home to a 50 frame animation.

ARexx scripts can automate every feature of practically every function, and what's more they can do it with a degree of mathematical precision. Although not renowned for its floating point capabilities, ARexx is still capable of providing the image functions with some hard-to-guess values – *MorphPlus* can create an animation of your 24-bit image tumbling and spinning backwards into the screen in precisely calculated perspective.

and *AdPro*. At the time, *ImageMaster* won by a whisker because of the special effects it came with as standard. This time the jury will have to remain out (or down the pub more likely), as *MorphPlus* provides *AdPro* with all the missing goodies, as well as a darn good morphing feature to boot.

MorphPlus can be used either as a standalone package – in which case it pops up with a strangely familiar screen – or as an extension to *AdPro*. When used by itself, *MorphPlus* works in exactly the same way as *AdPro* fans will know and love – all the functions are available from the relief shaded gadgets, with miniature requester boxes opening when a choice is available. Very slick, and very easy to use. If you already own *AdPro*, the extra features of *MorphPlus* can simply be included in your Loaders, Savers and Operators drawers to provide a seamless upgrade.

With either option, the image is only rendered when the 'Execute' button on the bottom right is clicked, in the meantime all operations are carried out on the internal 24-bit colour or 8-bit Mono framestore.

When an advanced DVE option such as 'rotate' is chosen, a new window opens and a quick monochrome version of the image is displayed allowing the user to accurately choose the centre and ferocity of the effect. The only drawback of this approach is that every effect seems to have a slightly different way of entering data, and needs a little getting used to. The advantages of having such full control over the image more than make up for any inconvenience caused.

One function which is especially good fun is called 'warp'. Using warp entails tacking down fixed points on the image and providing small movement markers called vectors on others. Once processed, the new image can display a subtle alterting of objects or grotesque mutations – whatever you desire!

Warping is essentially a single-frame morph effect, and indeed the warp function is needed by a separate program – called 'Morph' – which forms a separate part of *MorphPlus*. Through the wonders of ARexx, Morph integrates with *MorphPlus* (or *AdPro*, confused yet?) to make use of the loading, saving and warping procedures. The use of ARexx is one reason why having Workbench 2 is essential.

When Morph is first run, you'll need to alter the default colours before you can see what is happening. Then you'll need to refer to the manual, for this is not user-friendliness at its best. Unlike other *AdPro/MorphPlus* features, most of the options appear in pull-down menus.



This is image is a perfect example of a bad morph. Because I hadn't set the control points well enough, parts of the image are ghosted or badly warped. Although a nice effect in itself, with more time the image would look a lot better.

Once you know your way around, you find that probably the nicest of Morph's features is the 'onion skin' depth effect. When looking through the various possible frames of your morph, you'll need to decide where and when to put control points. Morph will provide you with slider bar control over the start and end images – the more you slide it, the more the final image becomes dominant. It's a very fast and effective editing technique, although I think I prefer *ImageMaster's* method of showing two images side by side.

Several occurrences seem to indicate to me that *MorphPlus* has still not been 100% completed. Little things such as the ANIM loader occasionally going 'puff' and the appearance of error messages referring to lines of C source code would lead me to believe that an update should be coming soon. In the meantime, I still feel confident in using *MorphPlus*, even if having the manual on the desk beside me is a prime requisite. When you start to use *MorphPlus* properly, hidden features such as the possibility of 'over and under shooting' the destination image to add more flowing interesting morphs can get you so engrossed that you'll start an entire new project just to try them out.

The results produced by *MorphPlus* were excellent, as they should be when connected via ARexx to such a powerful program as *AdPro*. If you are prepared to put in a little effort, *MorphPlus* is a strong contender for the essential piece of image processing software. If you already have *AdPro*, it should be obligatory.

CINEMORPH

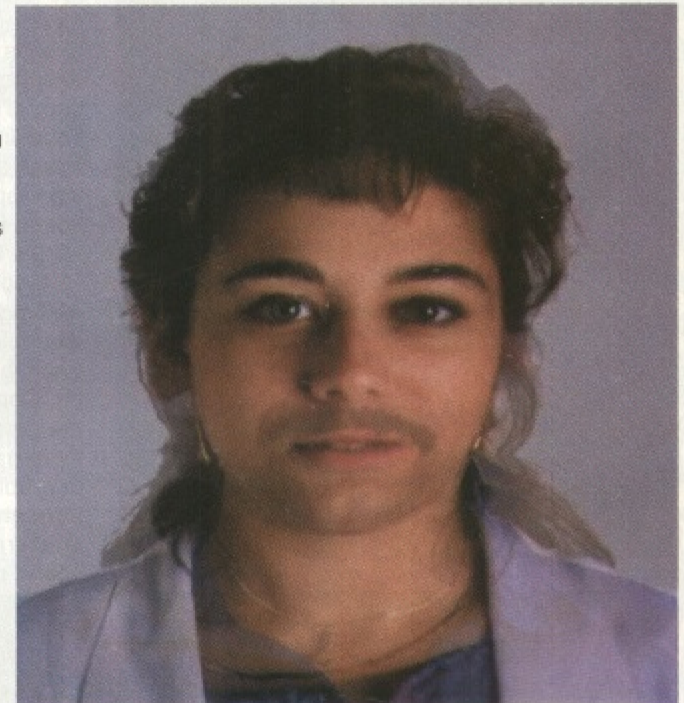
GVP, better known for their accelerators and hard drives, are slowly but surely moving into the world of software. The reason for their diversification is a simple one – when you start creating state-of-the-art hardware, you're going to need some software to run on it.

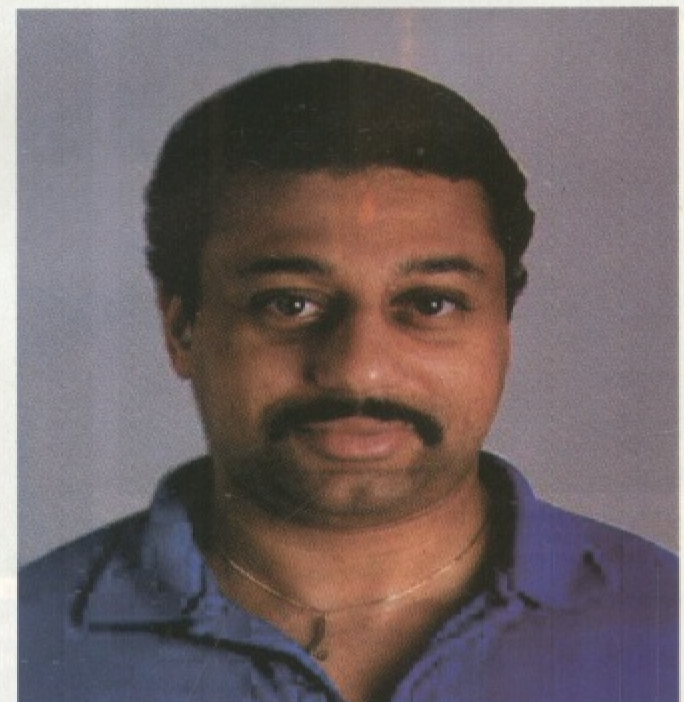
CineMorph is unique in that it only does morphing – it provides no other DVEs and it makes no promises to the contrary. As a result its price tag is a good deal less than the other packages, and it also seems to be a lot smoother and quicker in operation. The authors have not had to attempt the integration of morphing features into an existing package, and the use of a clean slate has certainly aided ease of use. Extensive use is made of Intuition, to provide an excellent user interface – if you can resize a Workbench window you can use *CineMorph*.

In another break with tradition, *CineMorph* uses a linked matrix of points to overlay the images, with the lines between the points used to describe the motion of the points in that region. The linking lines may be treated either as normal straight lines or as more flexible 'spline' curves, which can add a smoother feel to the morph with a small time penalty. More rows or columns may be added, for example, around the mouth and eyes of a face where more detail is required.

Three types of project are possible with *Cinemorph*: Single, Dual or Sequenced morphs. The single morph is identical in concept to the warp feature







These colour images show what *CineMorph* is capable of when used properly. The first and last screens contain the key grid positions, and the middle frame has been artificially generated.

JARGON EXPLAINED ARexx: The 'interprocess communication language' which is supplied with every new Amiga. It's a language a bit like BASIC, but a lot slower. It's advantage is that it can talks with most compatible programs, swapping data and providing macro functions for tedious and repeating operations. ARexx is the best thing since sliced bread, no matter if you pronounce it 'ay-rex-x' or 'ay-rex'.

DVE: Digital Video Effect – when you are watching Top of the Pops (well, someone still does) and the groups names whiz onto the screen in a shower of pixels, you're looking at a Digital Video Effect. DVEs pop-up all the time – whether as a ripple down the centre of the screen to introduce a dream sequence on Wayne's World, or the way a company logo zooms onto the screen in an advertisement.

Framestore: A framestore is a large amount of computer memory which contains the information needed to produce an image. A framestore may use 24-bits for each element of its display (pixel) to provide 16 million different colours, and have a resolution such as 768 pixels across by 580 down. In this example, over 1Mb of ram would be needed just to store the image. Once the picture is in a frame buffer, all sorts of DVEs may be performed on it – which may require more memory in order to run.

When your Amiga is displaying a picture, some part of its memory is being used as a framestore. Hardware within the Amiga scans this memory 50 times a second, and creates a signal which produces a display on a television or monitor. The memory used as a framestore must be chip memory (shown as 'graphics memory' on Workbench 2), as it must be available for access by the custom chips.

Custom 24-bit graphics boards will normally contain their own memory to store the image, and as the memory needed will have to be very fast and expensive VRam (video ram), this explains why the boards cost so much. Some cards, such as DCTV, will make use of the Amiga's ram by processing the normal video output.

Morph: Morphing is a relatively new digital effect. An image or scene smoothly alters shape and colour to become a totally new image. Note that this is not a simple dissolve or blend: each part of the original image has actually altered its colour and moved to a new position. A good morph will look as though the first image has simply grown into the second.

To achieve a good morph, the user must supply a list of control points. Each point in the original image has a counterpart in the secondary, and how they move in the intervening frames controls the overall look of the effect. The more points the better, although this can slow processing down on some packages.

JPEG: This is probably the best image compression system ever developed. It stands for 'Joint Photographic Expert Group', is pronounced J-PEG and works very well indeed. By using the fact that there are some details in a picture which you simply won't miss if left out, a JPEG image can consume a fraction of the storage space of a conventional file. Almost essential for professional work, and the huge amount of data needed.





TABLE 1 Software	Publisher	Price	Min Hardware/Software required
D-Paint	EA	£	512K, Workbench 1.3 and up
CineMorph	GVP	£99	2.5Mb, Wb1.3 up, Hard drive rec.
MorphPlus	ASDG	£	4Mb, Wb2, Hard drive essential
ImageMaster	BlackBelt	£	3Mb, Wb1.3 up, Hard drive rec.

TABLE 2 Software	Morph	JPEG Load/Save	Arexx	Anim	Single/Dual/Sequence
D-Paint	Yes	No/No	No	Yes	No/Yes/No
CineMorph	Yes	Yes/No	No	Yes	Yes/Yes/Yes
MorphPlus	Yes	Yes/Yes	Yes	Yes	Yes/Yes/Yes
ImageMaster	Yes	Yes/Yes	Yes	Yes	Yes/Yes/Yes

of *MorphPlus*, with dual morphing providing the transformation between two images.

Static morphs may look amazing by themselves, but for truly music-video quality animations you'll need to use the Sequence option. When you do, you'll need to supply both the 'morpher' and 'morphee' images as a regularly numbered sequence of stills. It might also be necessary to specify new 'key frames' for the control matrix instead of letting the software in-between its own, but this is a painless – if time consuming – operation. The more time you spend fine-tuning the grid, the better the finished morph.

If you wish you can combine several morphs into a sequence, for example Face 'a' can morph into Face 'b', which then morphs into Face 'c' and so on. Comprehensive grouping features simplify the process.

In use, *CineMorph* presents little in the way of problems. The manual need be only read through once before you have almost completely mastered the software, and you can therefore spend most of your time adjusting the grids and rendering those morphs. Getting used to the matrix method takes a little more time than the control points and vectors of other packages, but seems to produce identical results. Like the other packages, images may be rendered into Amiga modes (which include DCTV and HAM-E modes – hopefully AGA modes will be available soon) or pure 24-bit colour files. Animation files can be created directly, which can save a heck of a lot of time whilst *Deluxe Paint* laboriously loads each frame. Being the simplest package to use, *CineMorph* comes highly recommended for those new to the world of image manipulation and morphing.

TABLE 3 Software	Other Effects
D-Paint	None
CineMorph	None
MorphPlus	Perspective, ripple, sphere, twirl, refract, rotate, warp.
ImageMaster	As above, plus asterise, posterize,and many more.

TABLE 4 Software	Documentation	Ease of Use	Flexibility	Overall
D-Paint	80%	85%	70%	78%
CineMorph	87%	80%	80%	82%
MorphPlus	90%	79%	94%	87%
ImageMaster	78%	90%	97%	88%

Software	Available from
CineMorph	Silica Systems, tel: 081 309 1111
MorphPlus	Silica Systems, tel: 081 309 1111
ImageMaster	Amiga Centre Scotland, tel: 089 687 583





This rather realistic morph was achieved using ImageMaster. As you can see, the change is made that much more effective by using start and end pictures that are roughly the same shot.

CONCLUSION

There are as many digital effects as there are ways of painting a pictures. The Amiga has been blessed with many software tools, which used correctly, produce some spectacular results.

Looking at the software packages available you may feel that little or no artistic ability is required – it's all a matter of selecting various menu options and getting the computer to spit out the results.

Unfortunately, this isn't true, as being to judge the most effective ways of performing an effect can take a long time master. Those who will create the best results will be those with the wildest imaginations. Are you ready to try?

MAKING THE BEST OF A MORPH When creating a morph, it is important to spend as much time as possible getting everything right before the calculations start. An extra five minutes at the start could prevent a wasted six hour render.

For best results the start and end image should have some parts vaguely in-common. When morphing two faces, the eyes and mouth are where your attention should be concentrated. Make sure that the eyes occur as close to the same part of the screen – say two thirds of the way down – as possible. It's here that you should apply most of the 'control points'.

Try not to use confusing backgrounds, as they will distract from the central image. If necessary cut out the important parts of the image, and place on a pure-colour background. You can always mask in a new background when the morphing has been completed.

All packages will allow control over the morphing images – use this option to create a trial run, perhaps using quarter-screen Mono images. Make use of the 'control curve' if possible. When morphing faces, adjust the curve to change hair quickly, and facial features slowly.



PHOENIX

Sales 0532-311932

Our friendly, highly trained sales team will ensure that your order is dealt with efficiently and with the minimum of fuss.



At the time of placing your order we will advise you of anticipated delivery time and answer any other queries you may have regarding your purchase. All major credit cards accepted.

Technical Support

The Phoenix product helpline ensures that all our customers benefit from the highest level of after sales technical support.

We also offer advice to help you in choosing exactly the right product for your requirements thus eliminating the possibility of an unwanted or unnecessary purchase.



Despatch 0532-310796

Once you have made the decision to purchase from Phoenix your order will be dispatched promptly and without fuss.



Using one of the countries leading courier services ensures that your goods arrive on time, intact and in the same condition they left our stock.

A Warm Welcome to Christmas '92

Welcome to our three page Christmas-Special which has all the products you need to make this a "Happy Amiga Christmas!"

Page one is devoted to 'Options', packs which are designed to take the headache out of your choice this Christmas. All year we have been gathering regular feedback from our customers on what they think are the essential items to be found in a pack. From this information we have assembled what we and the Amiga buying public believe to be the ultimate in packs at unquestionably the best prices.

Make 'Options' your only option this Christmas!

James Millard
Managing Director

OPTION 1 — ARCADE ACTION PACK

This Pack, built around the A600 1Mb machine, will provide you with everything you need to to create your own in house' all-action arcade environment. Exploit the Amiga as the ultimate games machine!!!

WHAT YOU GET!
- A600 1Mb
- Phillips Monitor 8833 MkII
- 10 Capacity Disk Box
- 10 Phoenix Bulk Disks with Labels
- Two Joysticks (fully microswitched)
- Mouse-Joystick Switch
- Phoenix Stereo Hi-Fi Sound Speakers
- ZOOL Software Pack (10 High Quality Games inc. ZOOL, striker)
- 8mm Mouse Mat

NORMAL R.R.P. inc VAT............ £604.85
PHOENIX OPTION 1 £539.99

OPTION 2 — HOME OFFICE

This pack is based round the A600 HD giving you all the advantages of an electronic office environ-ment in the comfort of your own home. Alongside the A600 HD, Phoenix also provide you with a top selling 9 PIN dot matrix colour printer, a highly rated software package - rated 84% in Amiga Format - our own Phoenix Deluxe drive, and a full range of top quality accessories, making day to day household management easy!!

WHAT YOU GET!
- A600 1Mb (20Mb HD)
- Phillips Monitor 8833 MkII
- Star LC100 9 PIN Colour Printer
- 3.5" External Drive
- PA 601 RAM Expansion
- Europress "Mini Office"
- 10 TDK 3.5" Disks
- A4 Copy Holder
- Anti-Glare screen
- 500 sheets of Paper
- 8m Mouse Mat

NORMAL R.R.P. inc VAT........... £986.85
PHOENIX OPTION 2 £939.99

OPTION 3 — FAMILY PACK

Based on Commodores Epic•Language pack, Option 3 gives the whole family maximum use of the Amiga. Phoenix have added to the top quality software titles already in the pack with a choice of fun school titles for the children and Monkey Island 2, (Amiga Format Gold winner). They complete what is an unbeatable software based pack. Whether it's word processing, learning, home accounts or just good old game playing, the FAMILY PACK is all you need.

WHAT YOU GET!
- A600 1Mb Epic/Language pack (20Mb Hard Drive)
- Phillips Monitor 8833 MkII
- Star LC100 9 PIN Colour Printer
- PA 601 1 Mb RAM Expansion
- Fun School 3+4 Monkey Island 2
- 50 Capacity Disk Box
- 10 Phoenix Bulk Disks with Labels
- Joystick (fully microswitched)
- 8mm Mouse Mat

NORMAL R.R.P. inc VAT............. £1006.86
PHOENIX OPTION 3 £929.99

OPTION 4 — CHRISTMAS CRACKER

"Unbelievable", "Crazy", are just some of the quotes from the industry regarding the demise of the A500+.

Destined never to be sold again the A500+ was superceded by the A600 range. However, Phoenix have secured one of the largest stocks in the UK of the Cartoon Classics Pack and offer you the very last chance to purchase this legendary machine!!

WHAT YOU GET!
- A500+
- 1Mb of RAM expandable to 10Mb
- Workbench 2.04
- Real-Time Battery Backed Clock
- Full Comprehensive Manual Set
- Mouse
- TV Modulator
- External PSU
- Lemmings
- Captain Planet
- The Simpsons
- Deluxe Paint III

PHOENIX OPTION 4 £279.99
A 500+ Cartoon Classics 2Mb........................ **£314.99**

WHY OPTIONS

- **ALL PRODUCTS** are full UK spec.
- **ALL PACKS** supplied with full connecting cables for immediate operation.
- **FREE** 'Getting Started' technical guide.
- **FREE RETURN TO PHOENIX** pick-up on all faulty hardware within 30 days of purchase.
- **FREE UK DELIVERY**- on all 'Options' packs
- **FREE DUST COVERS** for Computer, printer and monitor when purchasing an options pack.
- **EXCLUSIVE** technical helpline number.
- **THE KNOWLEDGE** that you are purchasing from one of the premier mail order companies in Europe.

If you wish to upgrade any major item of hardware in the 'Option Pack', simply tell us at the time of ordering and we will just charge you the difference in price between the two products. Easy!

SPECIAL CHRISTMAS OPENING TIMES
Mon-Sat 9.00-7.30



A1200 AMIGA 1200 NEW

Probably the home computer of the decade, the A1200 is the latest addition to the Amiga family. Incorporating a new internal engine and many more exciting and powerful features, this machine truly takes the Amiga family into the next generation!!!!!!!!!

FEATURES INCLUDE:

68020 Processor Running at 14 Mhz • 2Mb Chip RAM (expandable to 10 Mb using 4Mb fast memory PC MCIA cards and 4 Mb 32-bit RAM in CPU slot) • New double "AA" graphics chip set • 256 colours on screen from a 16.8 million colour palette • Full Amiga Key board (with Alpha numeric key pad) • CPU local BUS slot, (card edge).

Phoenix Price Only £379.99

A 600 NEW PACKS

'THE WILD, THE WEIRD & THE WICKED'

1 Mb A 600 as standard and includes the excellent value Software titles: Deluxe Paint III • Formula One Grand Prix • Putty • Pushover

Phoenix Price Only......... £339.99!

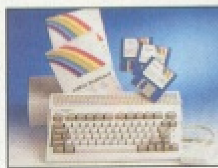
A 600 2Mb *(incl. above software)*.........£379.99

'EPIC•LANGUAGE PACK'

1 Mb A 600 as standard and includes **20MB HARD DRIVE** the excellent value Software titles: Deluxe Paint III • Trivial Pursuit • Epic • Myth • Rome

Phoenix Price Only......... £484.99!

A 600 2Mb+20 Mb Hard Drive ....£524.99 *(both include the above detailed software)*



The stand-alone A 600 is compact, semi portable, fully featured and can be purchased in the following configurations:

A 600.................................£274.99
A 600 HD ..... NOW ONLY £429.99
A 600 2Mb £314.99
A 600 HD 2Mb £469.99

A 600 RAM EXPANSION

Phoenix PA 601-populated-1Mb.........£44.99
Phoenix PA 601-unpopulated-0Mb....£24.99
Phoenix A 600 ROM Sharer...............£29.99
Keyboard switchable!

A 4000 AMIGA 4000

Features Include: 68040 32 Bit Processor running at 25 MHz (upgradable) • New Double AA chipset with 16.8 million colours • high density 1.44 Mb floppy • 120 Nb IDE hard drive • New Workbench 3

AMIGA 4000........................ £2,229.00
A 4000 with 40/240/425 Mb Hard Drive.......£POA

1500 AMIGA 1500

2.04 Workbench Includes: Deluxe Paint 3, Platinum Works, Home Accounts, Toki, Puzznic, x Elf, Amiga Format Book and Joystick

AMIGA 1500.............. ONLY £539.99

A 500 EMULATORS

GVP PC-286 16MHz...........................£239.99
KCS Powerboard (with DOS 4.01)........£199.99
KCS Powerboard £184.99
KCS adaptor for 1500/2000... ONLY £59.99
Vortex A Tonce Plus 286 (16MHz)...£214.99

32 BIT ACCELERATORS NEW

The incredible speed of 32-Bit technology at a price you can afford only from S.S.L. Ray tracing an image that takes 24-hrs on a standard Amiga takes just **1 hr. 36 mins.** with an A5000!! **FREE** maths co-pro included with both A/B5000 accelerator cards.

A5000 + 1MB 16.67 Mhz £249.99
A5000 + 2MB 16.67 Mhz £289.99
A5000 + 3MB 16.67 Mhz £319.99
A5000 + 4MB 16.67 Mhz £349.99
B5000 + 1MB 25.00 Mhz £499.99
B5000 + 2MB 25.00 Mhz £669.99
B5000 + 3MB 25.00 Mhz £829.99
B5000 + 4MB 25.00 Mhz £979.99

A 500 HARD DRIVES

GVP IMPACT SERIES II Hard Drives, the fastest Hard Drive/Controller for the Amiga. Features Game Switch, external SCSI port, FAAASTROM SCSI Driver, GVP's custom VLSI chip and internal RAM expansion up to 8 meg! Units use high specification fast-access QUANTUM Hard Drives coming with **2 yr. guarantee.**

A500-HD8+ 42 Mb .... NEW! £289.99
A500-HD8+ 80 Mb .... NEW! £379.99
A500-HD8+ 120 Mb £424.99
A500-HD8+ 240 Mb £689.99

DRIVES ROCTEC

SALE OF THE CENTURY!!

Phoenix in association with Roctec and Conner, continue to achieve massive sales on this high specification, quality product. Due to the buying power of Phoenix we are able to maintain these incredible prices-prices that have left the competition GREEN with envy-and the Amiga buying public licking their lips. **Stocks will only last until the end of November.**

ROCTEC 40 MB...........................£259.99
ROCTEC 85 MB...........................£299.99
ROCTEC 120 MB.........................£364.99

Featuring Connor drives-very fast access times-(19ms or better) • expand up to 8 Mb using 1 Mb Simms only • 1 year guarantee • slimline design ideally colour matched to the A500 • Own power supply.

ROCTEC (controller Only)...................£164.99
Same specification as the above but without the hard drive fitted so you can fit your own. Please specify IDE or SCSI.

EXTRA MEMORY-Only £25.99 per Mb.

HARD DRIVES 1500/2000

Series II Hard Disk Controller/RAM card.....£114.99
Series II 42 Mb Hard Disk and RAM card..£269.99
Series II 80 Mb Hard Disk and RAM card..£339.99
Series II 120 Mb Hard Disk and RAM card..£399.99
Series II 240 Mb Hard Disk and RAM card.......£639.99

EXTRA MEMORY-Only £25.99 per Mb.

A 500 ACCELERATORS

GVP Combination Accelerators & Hard Drives-The ultimate expansion product for the Amiga 500!

A530 Combi 40MHz + 52Mb Hard Drive.........£659.99
A530 Combi 40MHz + 120Mb Hard Drive......£757.99
A530 Combi 40MHz + 240Mb Hard Drive......£979.99
A530 68882 Co-Processor.............................£204.99

ACCELERATORS 1500/2000 FAST

GVP G-Force 030-25MHz + 1Mb.................£545.99
GVP G-Force 030-40MHz + 4Mb.................£784.99
GVP G-Force 030-50MHz + 4Mb................£1099.99

ACCELERATOR RAM Modules FAST

1Mb Simm-32 Bit 60 Nanoseconds........£65.99
4Mb Simm-32 Bit 60 Nanoseconds.....£182.99

EMULATORS 1500/2000-3000/3000T PC

Vortex 'GOLDEN GATE' NEW! £419.99
This emulator is the ultimate bridge between PC/AT platforms and the Amiga. If you think this is for you, cross to page three for specification details in this months 'Trail Blazers' section!

PRINTERS IMAGE

STAR

LC-100 Colour.......................... NEW! £159.99
9 PIN colour printer with paper parking, eight fonts and electronic DIP switches.

LC24-100 .... NEW! £189.99
24 PIN with compressed data mode, 16 K buffer and 10 letter quality fonts,(with Star printer driver only).

LC-20...£129.99
LC-200 Colour.................................£195.99
LC24-20...£199.99
LC24-200 Mono £219.99
LC24-200 Colour.............................£268.99
XB24-200 Colour.............................£379.99
SJ48 Bubblejet .... NOW ONLY £219.99
Star printers come with one year warranty.

CITIZEN

Swift 240 Colour.................. NEW! £279.99
Swift 240 Mono.................... NEW! £259.99
Swift 200 Colour.................. NEW! £219.99
Swift 200 Mono.................... NEW! £199.99
Swift 9 Colour........ SPECIAL OFFER £179.99
Citizen printers come with 2 year warranty.

HEWLETT PACKARD

Deskjet-550C *(colour printer)*..... NEW! £559.99
300 dpi laser quality output • sharp blacks and 16 million colours available • six built in type faces-4 scalable • improved media handling • several paper sizes • **FOUR TIMES FASTER** than previous H.P. Deskjet range.

Deskjet 500.................. SPECIAL OFFER £329.99
Deskjet-500 Colour..............................£449.99
HP printers come with 3 year warranty.

HP black ink cartridge £24.99
HP colour ink cartridge £29.99

AUTO SHEET FEEDERS

STAR LC20........................ NOW ONLY £57.99
STAR LC200...£59.99
STAR LC24-200......................................£62.99
STAR LC24-20..£62.99
STAR SJ48..£49.99

JET BUBBLE JET

CANON BJ 10eX......................... NEW! £224.99
Upgraded version of BJ10e, the worlds biggest selling portable inkjet printer.

CANON BJ 20............................ NEW! £319.99
More Features than the BJ10, includes Auto sheet feeder. Top selling-Highly Recommended

CANON BJ 300.......................... NEW! £374.99
80 column bubblejet provides laser quality output.

CANON BJ 330.......................... NEW! £499.99
136 column bubblejet.

CANON Bubblejet cartridges.............£17.99

PHOENIX PRINTER PACK

Supplied with **ALL** printers containing 1.8m std. printer cable, printer ribbons/cartridge and 250 sheets of paper absolutely **FREE**.

PRINTER ACCESSORIES

We have a large range of **high quality** printer accessories for all the printers we sell including: **dust covers from £2.99 • Ink cartridges from £13.99 • Mono ribbons from £3.50 • Colour ribbons from £7.99 • Printer stands from £7.99**

SILICON CHIPS

AMIGA CUSTOM CHIPS

Kickstart 2.04 ROM...£34.99
Kickstart 1.3 ROM....£27.99 Fatter Agnus 8372A..£34.99
NEW Super Denise.£29.99 CIA 8520A.....................£9.99

MEMORY CHIPS

4 Mb x 9 (-70) Simm....£99.99 1 Mb x 4 (-80) Zip....*£34.99
1 Mb x 9 (-80) Simm...£27.99 256k x 4 (-80) Zip.....*£29.99
256k x 9 (-80) Simm...£12.99 1 Mb x 1 DRAM...........£3.49
256k x 4 DRAM.............£3.49 *This price is for 1 Mb of RAM

These chips cover practically every popular memory expansion or Hard Drive system on the market for the Amiga ie. GVP, SUPRA, MICROBOTICS, COMMODORE

"I must write to congratulate you on the efficiency of your mail order staff."
Robert S. Blair ~ Denmark

X-PANSION MEMORY EXPANSION

SUPRA 500RX the ultimate in Fast Ram expansion units. *(*Uses 256x4 Zips)*

8 Mb pop to 1 Mb*...............................£99.99
8 Mb pop to 2 Mb*...............................£124.99
8 Mb pop to 2 Mb..................................£149.99
8 Mb pop to 4 Mb..................................£209.99
8 Mb pop to 8 Mb..................................£309.99

VISION MONITORS

PHILIPS 8833Mk II........ ONLY £194.99
Colour Stereo Monitor now including 'Lotus Turbo Challenge', and 1 years on-site warranty.

COMMODORE 1085 SDI £216.99
COMMODORE 1084 SDI..........£199.99

All monitors are supplied with a FREE cable for connection to your Amiga.

MONITOR ACCESSORIES-

14" Dust covers...£4.99
14" Tilt & Swivel stand..............................£13.99
Anti-Glare filter screen..............................£19.99
A4 Copy Holder..£12.99

"This is is the second time I have dealt with you and each time have had excellent service and rapid delivery"
Peter W. Beaumont~ Huddersfield

DISKS MEDIA

Don't confuse these quality disks with others currently available. 3.5" 100% certified error free 70% clip. All disks include **FREE** high quality Phoenix labels.

10......................£4.99 200...................£72.99
25....................£12.99 500.................£174.99
50....................£22.99 750.................£259.99
100..................£39.99 1000...............£339.99

TDK Branded disks- High performance media from the experts-box 10 with labels.

10......................£5.99 100...................£52.99
50....................£26.99 500.................£249.99

1000 Phoenix Disk Labels......................£9.99

WIRED LEADS & CABLES

Midi-Midi 2m....£3.99 Modulator ext....£9.99
Midi-Midi 3m....£4.99 Amiga-Scart.......£9.99
Midi-Midi 5m....£5.99 Amiga-8833MkII.£9.99
Disk Drive ext....£9.99 Joystick long ext..£4.99

Mouse/Joystick ext.......................................£4.99
Mouse/Joystick splitter...............................£4.99
*Serial/Modem cables...................................£9.99
*Amiga-Multisync.............................from£9.99
*Amiga-Microvitec...£9.99
*Amiga-CPC monitor.......................................£9.99
*Amiga-RGB/TV...£9.99
*SCSI Cable various £9.99

Printer 1.8m........£5.99 Printer 2.0m HQ...£7.99

***For full details of these cables or information regarding the right cable for the job call 0532-311684. Custom built leads are no problem Phoenix.**

A500+ PHOENIX 2 Meg RAM Upgrade Modules

A PHOENIX RAM module can expand your chip RAM up to 2 Mb by using the trapdoor expansion port. Extra RAM is necessary to unleash the incredible graphics capabilities of your Amiga. All our boards carry a full 2 year no quibble replacement guarantee. **It's never been cheaper to upgrade!**

1 Mb Fully populated RAM board.... NOW ONLY £34.99
1 Mb unpopulated RAM board.........£16.99

VIDEO MULTI-MEDIA

Rombo's Vidi Amiga 12 is the replacement for their complete colour solution bringing you the world's first mass market colour digitiser for **under £100.**

VIDI-AMIGA 12 .... ONLY £79.99
Outstanding features and plenty of **VFM!**-*(Value for money!)*-Highly Recommended.

ROCGEN Plus £129.99
Quality features and performance-Recommended.

ROCKEY BY ROCTEC

The new chroma key unit - used in conjunction with a Genlock - allows you to superimpose live video over graphics or video-substitute the brightness portion of a video source with a keyed image-Embed live video in graphics!

Phoenix Price...........................£269.99

TRAIL BLAZERS-WHAT'S NEW IN NOVEMBER 1992!

In this month's pre-christmas "TRAIL BLAZERS," we focus on some of the best products and peripherals currently on release for the Amiga.

PHOENIX 1Mb A600 UPGRADE

Simply the Best !

£44.99

ROCTEC ROCLITE

This famous super slim drive has now been upgraded to include Anti-click and virus checker - We have reluctantly had to raise the price of this product due to the variance of the dollar rate. However to soften the blow we will include a FREE disk head cleaner worth £3.99

Phoenix price..........£64.99

FINAL COPY-UK VERSION

This powerful, unique WYSIWYG word processing package is the best value choice for your Amiga, sharing many of the features of full-blown DTP packages

Phoenix price.........£69.99

Be safe in the knowledge that you are buying the official UK version of the product from Phoenix. *BEWARE of dealers offering "Latest version" of Final Copy. This may be American product and should not be sold in the UK!*

VORTEX 'GOLDEN GATE'

Designed for the Amiga 1500/2000/3000 and 3000T this is a 25MHz 80386SX PC/AT Emulator. PC/AT slot support-Max 16 Mb PC/RAM, 4Mb for Amiga-Will use PC/AT IDE Hard Disk and floppy disk drives 2.88 Mb under Amiga DOS, highly recommended.

Phoenix price.........£419.99

AMOS PROFESSIONAL

The most eagerly awaited software package of the year, has just received an award of 97% in CU AMIGA. Francois Lionet's superb creation has now evolved to include numerous new features developed from Amiga users ideas and feedback. Don't miss this six disk Bonanza!

Phoenix price £44.99

OPAL VISION

Amazing new 24-Bit graphics card and video system for the Amiga 1500, 2000 and 3000. Includes software suite worth hundreds of pound. With an incredible performance, this is simply awesome.

Phoenix price.......£739.99

PHOENIX PRODUCTS

MOUSE/JOYSTICK SWITCH..................£13.99
Don't damage your Amiga's ports! This device saves wear and tear makes switchover *FAST*, and does NOT require power unlike many others.

COMPUTER/VIDEO SCART SWITCH.....£19.99
Flip between Video/computer signals at the push of a button.

Phoenix Stereo speakers..... NEW! £29.99
Superb sound and excellent dynamics. These two-way stereo Hi-Fi speakers are an Amiga standard- Excellent companions on any gaming soiree!

DISK DRIVES 3.5"

All drives feature super slim design, enable-disable switch, thru port and come with a 1 year replacement guarantee!

Phoenix Deluxe Drive......................£47.99
Roctec Roclite...................... NEW! £64.99
This famous drive has now been upgraded to include Anticlick and Virus Checker
Disk head cleaner.................................£3.99

FREE FAST UK DELIVERY

NEXT-DAY COURIER ONLY £4.50

MUSIC AMIGA MUSIC

Attention all you music lovers! Phoenix have kept this unbeatable music deal running for you throughout the Christmas period.

MUSIC-X Jnr...only £15.00
When purchasing either a Phoenix Stereo Sampler or Pro Midi 2 Interface
Please Note: this is a limited offer only while stocks last!

STEREO SAMPLER........... NOW ONLY £29.99
Combines ease of use with state of the art analogue to digital conversion technology.(inc. FREE sample editing software +audio lead)

PRO-MIDI 2 INTERFACE.....................£24.99
This fully featured professional quality midi interface is very flexible giving semi-patch bay facilities. It has five ports in, out, thru and two switchable out/thru. (inc. FREE midi lead)

GVP DIGITAL SOUND STUDIO..........£54.99
High quality sound sampler for all Amiga Computers
Amiga Music Made Easy-Only from Phoenix!

A 570 CD ROM

This essential add-on has finally arrived, suitable for A500/A500+, A570.

Phoenix price... ONLY £329.99

MICE & TRACKBALLS

NAKSHA Upgrade Mouse......................£24.99
(With Operation Stealth, mat & holder)
Roctec Mouse.......................................£13.99
GOLDEN IMAGE
Mega Mouse..£12.99
(Has just received 90% Amiga Format Gold Award)
Optical Mouse......................................£29.99
High precision, pointing device.
Crystal Trackball.................................£37.99
Infrared-Cordless-Mouse... NEW! £47.99
(Rechargeable top selling innovation.)
Optical Pen Mouse............ NEW! £39.99
High Quality 8mm mouse Mats..........£3.99

IMAGE SCANNERS

Powerful image processing tools for the office or the home environment.

POWER-Features include: 100-400 dpi • 64-Greyscales Thruport to printer • FREE Editing software.
Power Scanner v2.0...............£94.99
Power Scanner Colour...............£234.99

GOLDEN IMAGE-Hand Scanner Series
Features: 400 dpi • 256-Greyscale • Touch up and Merge it software.
AlfaScan £124.99
AlfaScan Plus £149.99
AlfaScan OCR (inc OCR Software)......£279.99

EPSON GT-6000 FLAT BED FULL COLOUR SCANNER-Plug into Amiga parallel port, 600 d.p.i. resolution, up to 16 million colours
Phoenix Price..........................£989.00

ASDG-SOFTWARE-Scanning software comes in two forms, integrated into art development as a new module or used as a stand-alone programme.
Phoenix Price...................£109.99

ACCESSORIES STUFF

Control Centre...................................£34.99
Heavy duty construction,rubber edging, perfect colour match, makes an ideal workstation for the A500/A500+ A 600 control centre now available.

DATA SWITCHES-(25 pin D type)
2 way...£15.99
3 way...£17.99
4 way...£19.99

STORAGE:
90 Capacity BANX..............................£11.99
150 Capacity POSSO...........................£16.99
Disk Box 10 Cap.................................£1.99
Disk Box 25 Cap.................................£2.99
Disk Box 50 Cap.................................£4.99
Disk Box 100 Cap...............................£6.99
Disk Box 120 Cap...............................£7.99
Top grade, heavy duty injection moulded boxes. Low cost, high quality.

AMIGA RELEASE 2

Now Only..

£79.99

The popular upgrade kit for 1.2 / 1.3 owners from Commodore is in stock and selling fast!

SOFTWARE

WORD PROCESSING / DTP
Kindwords 3...£36.99
Final Copy 2 .... NEW! £66.99
Professional Page 3........... NEW! £129.99
Saxon Publisher.................. NEW! £189.99
Pagestream v2.2 ....£126.99
Pagestream Font pack 1 ....£44.99
Pen Pal 1.4.......................... SPECIAL OFFER £39.99
Prowrite v3.X £57.99
Quickwrite £36.99
Wordworth £79.99
Hot Links £52.99

INTEGRATED PACKAGES
Gold Disc Office £59.99
Mini Office .... NEW! £39.99

CAD & DRAWING
Design Works £53.99
Professional Draw 3 ..... SPECIAL OFFER £79.99
Intro CAD Plus £74.99
X CAD 2000 ....£99.99
X CAD 3000 ....£269.99

UTILITIES
Lattice 'C' v6......................... NEW! £214.99
A-Talk 3 ....£44.99
Cross Dos v5 (inc, Cross PC Emulator).......£29.99
Diskmaster 2 ....£43.99
Dos 2 Dos £29.99
Opus Directory £29.99
Xcopy £36.99
Quarter Back £45.99
Quarter Back Tools Vs 5...........................£49.99

DATABASE
Superbase Pro 4 ....£164.99
Superbase Pers 2 .... NOW ONLY £39.99

VIDEO PRODUCTION/TITLING
SCALA 500 ....£79.99
SCALA Professional £219.99
Big Alternative Scroller £35.99
Broadcast Titler 2 ....£179.99
Font Pack 1 for Broadcast Titler 2 ....£88.99
Font Enhancer for Broadcast Titler 2.......£88.99
Pro Video Post £168.99
TV Show Pro £51.99
TV Text Pro £84.99

FRACTAL AND SPECIAL FX
Race Trace .... NEW! £93.99
Deluxe Paint 4 ....£63.99
Deluxe Video 3 ....£71.99
Image Finder £44.99
Pixmate £43.99
Scenery Animator £62.99
Vista £43.99
Pro Vista £71.99

ANIMATION
Take 2 ....£42.99
Image Master £129.99
3-D Images £36.99
Amos £36.99
Amos Professional.................... NEW! £44.99
(97% in CU Amiga-Software release of the year)
Amos Compiler £21.99
Amos 3D £25.99
Easy Amos £22.99
Deluxe Paint 4 ....£63.99
Director v2 ....£71.99
Imagine v2.......................... NOW ONLY £189.99
Map master for Imagine £59.99
Presentation Master £169.99
Surface Master for Imagine £29.99
Showmaker £142.99
Video Director £107.99

PRESENTATION & SLIDE SHOW
Can Do v1.6 .... NEW! £72.99
Art Department Pro v.1 ....£143.99
Art Department Pro Conv. Kit £57.99
Can Do It V.I.G £94.99
Hyper Book £44.99

ACCOUNTING
Personal Finance.......................... NEW! £29.99
Arena Accounts £83.99
Home Accounts 2 ....£39.99
System 3 ....£43.99
Cashbook Combo £57.99

SAME-DAY DESPATCH
on Credit card orders/ bankers draft/ building society cheque/Postal orders.

ALL PRICES INCLUDE VAT

PHOENIX-MAIL ORDER AT IT'S BEST!

Tel: 0532 311932

PHOENIX, UNIT 19, ARMLEY PARK COURT, STANNINGLEY ROAD, LEEDS LS12 2AE.
Please make cheques payable to PHOENIX. Allow 5 working days for cheque clearance. BFPO welcome.
NORMAL OPENING TIMES: Mon-Sat 9.00am-6.00pm FAX: 0532 319061 E&O.E.

MasterCard VISA SWITCH AMERICAN EXPRESS Cards Welcome

SHADOWORLDS

On the three planets of the Magna 6 system you have set up a modest research facility. Nothing too extreme. Just a few personnel, a Galaxy-class space station and the most powerful weapons development facility the Universe has ever known.

But now you have a problem. The regular daily contact schedule on the sub-space station network with Magna 6 has gone a bit quiet. Well, silent actually. In fact, you have had no word from the facility in 2 months.

You need to send trusted yet expendable men in to get answers and carry out a discreet, efficient operation.

Pick your four man team and "Deep Sleep", the cryogenic computer will keep them in suspended animation until they arrive at Magna 6, an interstellar journey of almost 17 months. And then wait for their report. But what possible explanation could there be for trouble on Magna 6 - there is no power in the universe capable of disturbing the facility. The known universe, that is.

Amiga 1 Meg only £25.99
Atari ST 1 Meg only £25.99
IBM PC & Compatibles £34.99



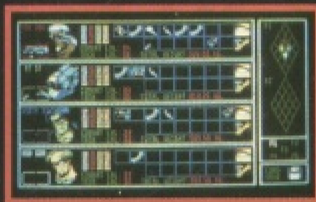
"I suggest you rush out and buy it immediately"
85% Amiga Power

"An incredible number of alien nasties to blow away...I was highly impressed.
85% CU Amiga

"Undoubtedly a very polished, sophisticated and enjoyable role player and a big one too"
88% The One





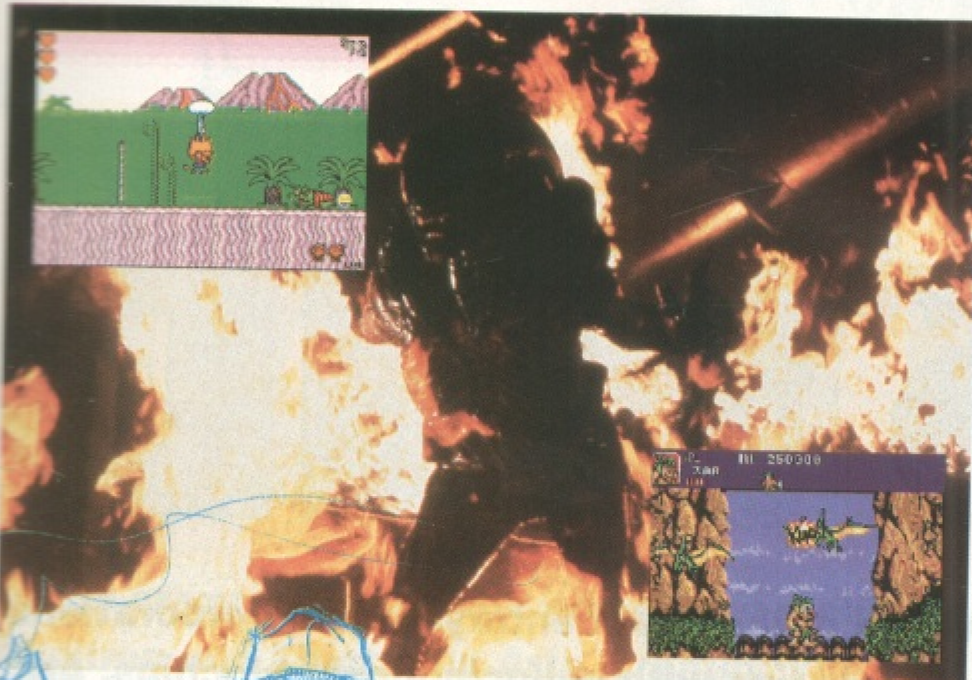






SCREENSCENE

Welcome to the Screen Scene. If you're thinking about forking out for an Amiga game, don't! Or at least, not until you've read our comprehensive reviews and previews of all the latest games.



CU AMIGA SUPER STAR

93% and a game's worth a Superstar. We hardly throw them around, but if a game gets one it'll be completely outstanding.

A CU Screen Star is for games scoring 85%-92%. If a game gets one of these, it'll be of lasting quality.

CU AMIGA SCREENSTAR

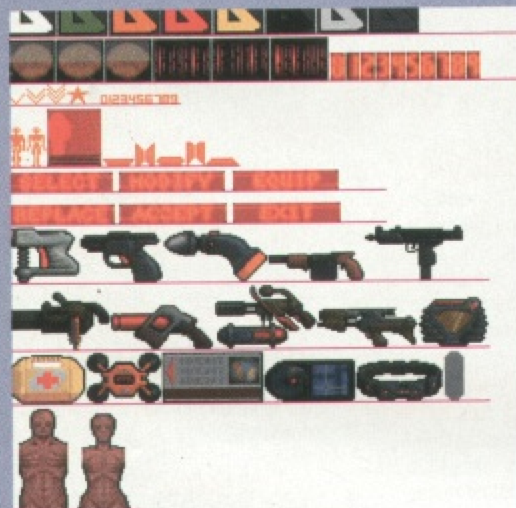



The development screen clearly show the the amount of time and effort that has been put into the game. Every object, whether animated or not, has had designers spending hours on the look and feel of it.


This early preproduction artwork could be subject to change, but it's impressive nonetheless.

SYND

A dark vision of the 21st century. Global corporations sumers kept in line with hallucinogenic biochips. Are game for cyberpunks? Rik Haynes scans through the



BLADE RUNNER REVISITED? After unashamedly trashing the competition with the release of *Populous*, what could leading software developer Bullfrog do next? Easy, have a game of Monopoly for fun and inspiration! That's how great ideas can spark into place from nowhere.

Essentially, *Syndicate* is an unusual mixture of business sim and shoot 'em up. It's another 'godsim' giving the player heaps of freedom to push the program in many directions. However, players don't take the role of a digital deity this time around. Instead, they're the ambitious figureheads of small companies intent on breaking through to the big time by any means at their disposal.

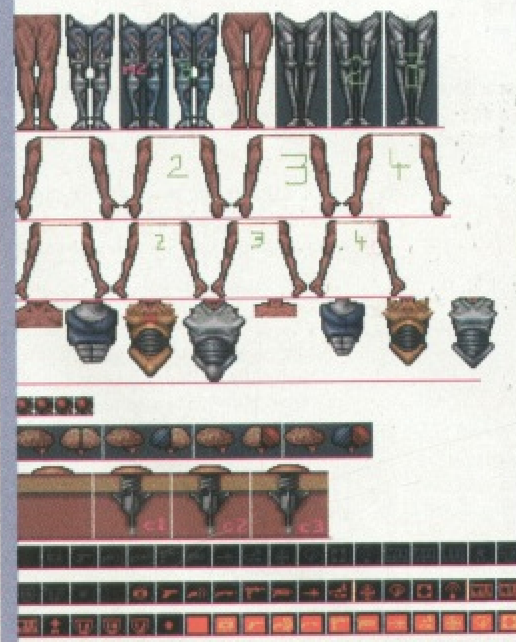
> ***'I read the first three chapters of William Gibson's Neuromancer, but it all went a bit above my head.' Peter Molyneux***

The look and feel of the game has obviously been influenced by cult sci-fi movies, such as Blade Runner, Escape From New York, Aliens and Rollerball. A compelling mixture of gleaming high-tech and shocking violence, this is also one of the few games to successfully capture the sinister mood of those award-winning cyberpunk novels from William Gibson, etc. One could say that *Syndicate* is something like a cross between Blade Runner and *Sim City*. Not that we're going to see the tears of a clone. The relatively petty enforcement powers of city officials in the Maxis release have been replaced by shotgun-wielding psychopaths working for ruthless industrial cartels.

PIZZA = INSPIRATION The original concept for this colossal project, the biggest yet from Bullfrog, came from a brief planning meeting while the team gleefully tucked into their favourite deep pan recipes at the local Pizza Hut. According to spokesman Peter Molyneux, thinking of a name for a game is the hardest thing to get right. Incidental features like gameplay and graphics slot together only after a catchy title has been chosen. There have been some truly bizarre names banded around his busy office in the past. For instance, *Powermonger* was originally called Three Men and His Boat. The new game started life simply as 'Bob'. Perhaps this had something to do with the out-of-control megalomania antics of Robert Maxwell? I'm sure Uncle Bob would have eagerly approved of the very hostile takeovers employed during a typical session of *Syndicate*.

'Most company bosses are quite boring people who spend most of their day on the golf course,' Molyneux laughs. 'We've put a whole new twist into it. You run *Syndicate* by being vicious and mean.'

WHAT A GAS BAG! From the comfort of a neo zeppelin floating above the urban sprawl, players can influence employees by injecting a potent


And some more devlopment screens showing traffic lights, hand guns, medikits, dust carts, bins on fire, police cars, automatic doors, neon signs, tanks, billboards, windows hit by bullets, trees, scanners, fire engines with flashing lights, water cannons, ambulances, mail boxes, explosions, and so on.



ICATE

gone crazy with ultimate power and gullible con-
Bullfrog and Electronic Arts creating the first video
storyboards and sprites to find some proof...

chemical cocktail into their brains to alter the intelligence, aggression and perception of each individual. Of course, there's a tradeoff when tampering with personalities in such a dangerous way. Increasing the dosage of adrenalin will make these hapless fools more excitable and if there's not enough intelligence enhancer being pumped in they'll act like braindead zombies! 'You've got to balance it just right,' agrees Molyneux. 'If you give them too much intelligence when they're in a dangerous situation, they will just run off and hide.'

He adds: 'They require more of these drugs to remain in a stable condition. If the limits are exceeded they're likely to go completely mad and do untold damage to other workers and the surrounding environment.'

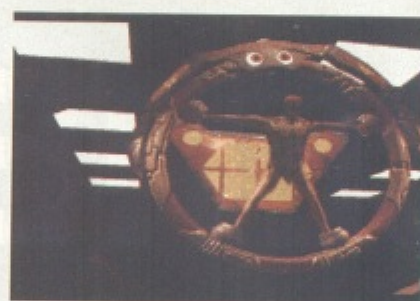
BUSINESS ETHICS Once this tricky technique has been sorted, it's time to get down to business. Industrial espionage, surveillance, bribery, sabotage, kidnapping, smuggling and killing the opposition are probably the best ways to get ahead in the cut and thrust community of 2093. However, savage security forces and rival firms will try to stop any upstarts from doing this successfully. Starting from scratch, the idea is to gradually build an empire by taking control of every major metropolis around the world. If they've managed to accumulate a bit of cash, players can buy tasty items like bionic limbs, fake IDs and extra weapons for their hit terrorist squads.

> ***'You can hire a whole army of graphic artists and stuff as much artwork as you like, but that won't necessarily make it a brilliant game.'***
> ***Peter Molyneux***

Sounds too zany to be true, eh? Molyneux confirms he will always sacrifice authenticity for the sake of making a better game. 'I want players to feel that they can do absolutely anything,' he maintains, 'but having a good game is the most important thing to have at the end of the day. We're asking people to play our games for hours on end. We've got to get it right!'

MINDBENDO

There's an opportunity to recruit more personnel to your cause through the use of a persuadotron chip gun. If one of your workers armed with this short range weapon shoots an unsuspecting victim they will immediately turn into another slave. Trouble is, they're pretty stupid and tend to die rather quickly. It's like an invasion of the mind snatchers!



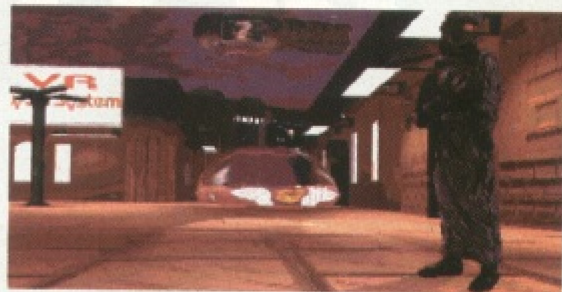
There are over 30,000 frames of sprite animation in *Syndicate*. Bullfrog uses a combination of packages on an IBM-PC to produce all the graphics.



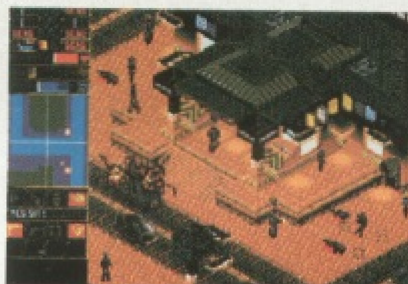
This prototype city from *Syndicate*, currently being used to test out new programming routines and theories, is actually based upon a real district of Tokyo.



The bulk of *Syndicate's* programming work has been skillfully handled by Sean Cooper, though he nearly gave it all up to become a male model after appearing in The Clothes Show on BBC1.



Syndicate's visuals have been uplifted by a filmlike intro designed out of house. This impressive sequence utilises the 64-colour mode of your Amiga and the flashiest 3D graphic techniques.



Up to eight players are able to compete over a modem link. They can even communicate via the videophone kiosks found in the game.



Keep your eyes peeled on those large screen TVs for the *Populous 6* advert!



Molyneux reckons the music and sound effects in *Syndicate* will be reminiscent of the Blade Runner soundtrack by Vangelis. Remember him?

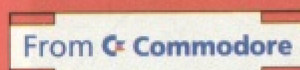
BETTER GRAPHICS. BETTER SOUND. BETTER SOFTWARE. BETTER GET ONE.



Better take note. One CD inserted into the new Amiga CDTV stores the equivalent of up to 700 floppy discs. That's 550 megabytes of memory or 250,000 A4 pages of text.

CDTV also gives you access to over 3,000 Amiga titles and over 100 CDTV discs, covering everything from arcade quality games to education. And CDTV can be used as a regular audio CD player when connected to your stereo. The Amiga CDTV Computer Pack, complete with qwerty keyboard, disc drive, mouse and infra red remote control can be yours for only £499.99 including our free Public Domain Collection disc. The Amiga CDTV Player Pack comes in even lower at only £399.99. All of which proves one thing.

When it comes to the ultimate in home entertainment, you won't find anything better than the Amiga CDTV.

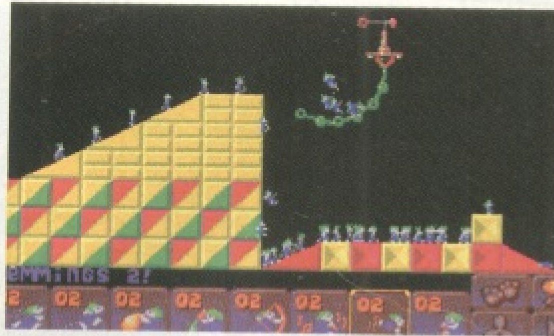


AMIGA
CDTV

THE WORLD'S MOST INTERACTIVE INTERACTIVE HOME ENTERTAINMENT SYSTEM

CDTV IS AVAILABLE AT SELECTED STORES OF ALLDERS, CALCULUS, COLORVISION, COMET, DIXONS, TECNO, TEMPO, VIRTUAL REALITY AND ALL LEADING INDEPENDENT COMPUTER SPECIALISTS, INCLUDING NASCR. PRICES CORRECT AT TIME OF GOING TO PRESS 5/10/92.


A trip to the seaside is bound to turn into a disaster for thiose stupid little creatures. Good job they brought some balloons.


It's possible to swing from a chain and release the Lemmings' grip at just the right second to send them through the air.

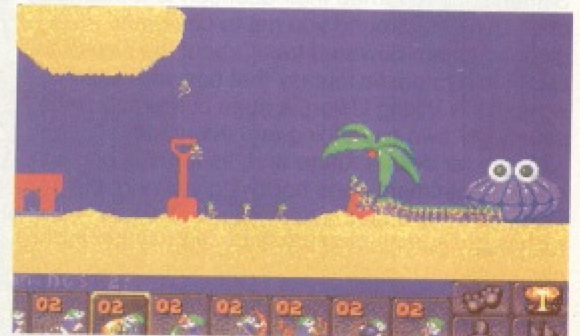

Although *Lemmings 2* is more arcade-based than the original game, there will still be a number of devious puzzles to test you.

LEMMINGS 2


The control system is basically the same as the original *Lemmings*, and this runs along the bottom of the screen.



The 12 tribes are scattered around a huge map. By clicking on a certain area, you are then granted access to that tribe.


As well as the usual diggers, there are now also fillers. These guys are handy if you dig yourself into a hole and cannot get out.

What's small, stupid and has green hair? No, it's not Dan Slingsby; he only fulfills two of those criteria.

SECONDS OUT We all know that *Street Fighter 2* is set to clean up when it's released, no matter how crap it eventually turns out to be. So that might explain why Psygnosis have delayed the launch of *Lemmings 2* until next February. I'm not saying they've got cold feet, but who wants to play second fiddle to some second-rate coin-op conversion?.

So what's different? For starters, the development team behind the game, DMA Design, have opted for a much more arcade-orientated style of play. There's still the puzzle elements in there, but the pace of the game's been beefed up and there are lots of new skills to learn. Apparently, there are now 12 Lemming tribes and each tribe has roughly eight skills at their disposal. These range from ice skating, swimming and diving to skills as bizzare as morris dancing, snake-charming and caber-tossing.

Initial impressions suggest that nothing much has changed. The Lemmings are still the mop-topped minuscule sprites we've all come to love and the basic layout and presentation remains unchanged. All the skills are displayed at the bottom of the screen where they can be chosen by the click of the mouse button. However, each tribe has their own specific levels and these follow a particular theme. For instance, there's a Circus tribe and their environment is decked out in gaudy colours, big tops and merry-go-rounds. Other tribes include Classical Lemmings which uses lots of Grecian architecture for the backdrop and Athletic Lemmings is set against various sporting themes.

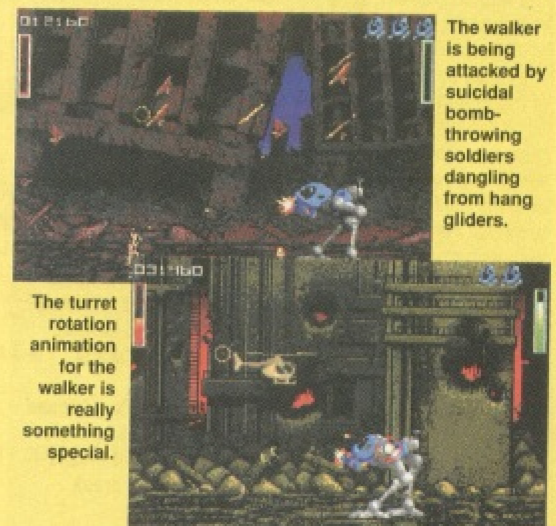
GERONIMO Some of the skills are quite bizarre. One option lets you turn a Lemming into a human cannonball – once you've chosen this option, the little chap will light a cannon and then run around to the front, hop in and be fired off up into the air! As he flies across the screen a great sampled shriek of 'Geronimo' can be heard. There are still the usual diggers and climbers on offer, but only on selected levels. Blockers, meanwhile, have been replaced with busking Lemmings who can't resist strumming a tune on their air guitar thus making all the other Lemmings within earshot stop what they're doing and dance.

In all, DMA are aiming to squeeze in more than 80 levels with plenty of sampled speech, four-way scrolling (not eight as the first batch of ads claimed!), and more than 60 different skills. None of the music has been put in yet, but it look likely that the 'How much is that doggie' ditties of the first two games will be given a miss and some alternative tunes put in their place, each one relevant to the themed level.

SUICIDE IS PAINLESS Sadly, the Lemmings' suicidal tendencies have been brought to an end as these new tribes are virtually indestructible beasts. No matter how far they fall, it's all but impossible to do them any harm. Another potential cock-up is the introduction of a skill level. It's possible to complete each stage by getting just one Lemming through the door, for which you're rewarded with a bronze talisman. As the number of Lemmings rises so does the value of the talisman, right up to a gold standard. A bit pointless, really, but there you go. There's still a lot of work to do on the game. Only half the tribes have been implemented so far and then there's all the playtesting and bug fixing to wade through. All things considered, I was pleasantly surprised with the new game. If DMA put in everything that they've got planned, then I'm sure they'll have another blockbuster on their hands.

WALKER

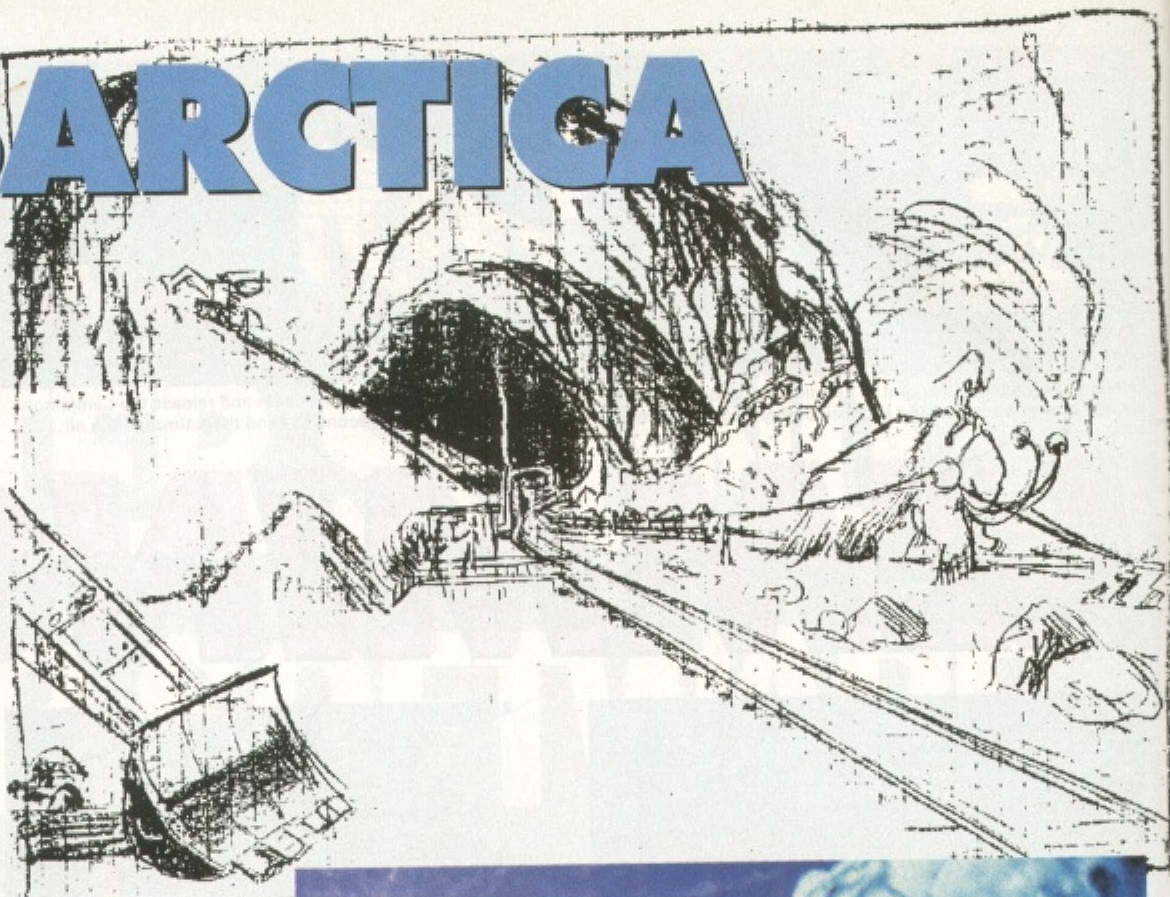
Another project that DMA Design are currently working on is *Walker*, a game first mentioned in this magazine almost two years ago! It's an out-and-out blaster set over five levels. The first part of each level puts you in control of a 'Walker', a cross between the huge mechanical transports in Return of the Jedi and ED209 in Robocop with two huge gun turrets mounted underneath the rotating head. It's your job to then guide the Walker across the screen, blasting assorted tanks, helicopters and troops to smithereens. At present the control system requires the player to use both a joystick and mouse in tandem. The mouse is used to control the on-screen targeting sight and the joystick used to dictate the machine's movements. The control method might change in the final version. Once you've blown away all the copters, mashed all the troops under your steel feet, etc. it's then onto a platform section wherein you leave the confines of the Walker and leap about *Prince of Persia*-style collecting extra ammo and other goodies. It's all looking incredibly swanky and due for release by Psygnosis in the new year.


The walker is being attacked by suicidal bomb-throwing soldiers dangling from hang gliders.

The turret rotation animation for the walker is really something special.

TRANSARCTICA

Strategy games are about as interesting as train spotting, so that doesn't help explain why Silmarils has combined the two. Dan 'Loco' Slingsby lets off some steam.



JOIN THE UNION After their brilliant wind-powered strategy game, *Stormaster*, French publishers, Silmarils, have turned their attention to a coal-fired one. This time around you get to command a gigantic steam-powered train (about the size of the QE2!) in a futuristic fantasy that has you pitted against the Viking Union, a huge corporation who seemingly own everything and everybody.

It's the far distant future and, as a result of a scientific experiment gone horrifyingly wrong, the Earth is in the grip of a harsh nuclear winter (i.e. it's a bit nippy outside and has been for the last millennium or so). Understandably, the human race has found all this a trifle annoying as most of the land is now covered in a thick layer of ice, and holidays in Benidorm or Ibiza are (thankfully) a thing of the past. Much of humanity has congregated in huge 'Station Towns', old railway junctions which have become the focal point for the remnants of civilisation. Trade between these towns is kept open by huge juggernaut trains which ply their trade across the world.

The game's been in development for more than a year now, with the in-house team constantly coming up with new ideas and innovations. What started out as a post-nuclear adventure has grown into an in-depth strategy game based around a gigantic train. Playing the part of a rebel leader, it's up to you to lead an alliance of like-minded individuals against the Viking Union, and find a way to restore the planet to its natural state. Most of the action centres around the Transarctica, the huge loco under your command. It's up to the player to locate scarce coal supplies, buy and install spare parts, build up a selection of wagons, keep the train's residents fed and clothed, cope with weather hazards, keep the engines ticking over and, above all else, make lots of loot.

WHO ARE THESE SILMARILS PEOPLE ANYWAY?

Founded in November 1987 by two brothers, Louis Marie and Andre Rocques, Silmarils have to be one of the best kept secrets in the software biz. A steady stream of top-notch product in recent years has gone seemingly unnoticed by the Amiga-buying public even though many of their games have received near-ecstatic reviews.

It wasn't always like that, though. Hands up who can remember the incredibly dreadful *Manhattan Dealer*, which had you terminating drug dealers in the Big Apple, or *Wind Surf Willy*, a windsurfing sim which allowed you to select wind speeds, board types and sail material amongst other options. Then there was the fiendishly difficult *Boston Bomb Club*, which involved guiding a bomb around a series of interconnecting passageways with various obstacles impeding its progress, and Metal Mutant, wherein robotic contestants beat the ruddy hell out of each other.

Recent releases such as *Stormaster* and *Ishar: Legend of the Fortress* have done much to bolster the company's reputation, but a regular place in the top ten still eludes them. Maybe *Transarctica* can finally make the break though.



As you can see, although the original sketches are fairly detailed, when they are transferred to the Amiga a lot more detail is included in the finished design. Some sketches may end up being dumped, even at this late stage of the production process.

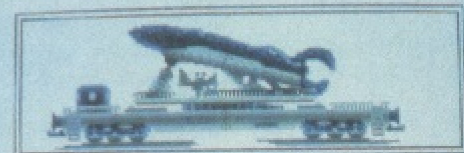
DESIGN OF THE TIMESE The graphics are already outstanding. The ones here use 32-colours although Silmarils is looking into the possibility of using more and taking advantage of the graphic capabilities of the new generation A1200/A4000.
A lot of work has gone into the overall design of Transarctica with more than 10 staff working on the game at any one time. Detailed sketches were first drawn up on paper and, when approved, artists would then transfer the grid-based sketches onto similar grids in *D-Paint*. From there, the finer detail would be added and any last minute changes in design implemented.

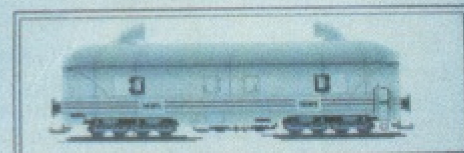
There's so much already included in the game that it's difficult to imagine how much more the game's designer and coders can cram in. But they've still got a number of ideas they want to squeeze in before the game's released. For instance, as well as the strategy element, they want to implement an optional arcade sequence which occurs each time an enemy train is encountered. This will take the form of open warfare with each train spewing out a deadly assortment of missiles and cannons at each other, as well as dispatching commando units to mine tracks and bridges.

It's also hoped to include an Oracle for much needed advice and an on-board library where an update can be given on the course of events. As well as the strategy elements, the game will also feature a bit of adventuring as our heroic train driver has to visit a number of locations in his efforts to track down vital clues and information.

WAGON WHEELSI As well as the strategic elements of out-thinking and out-flanking the enemy, there's also the task of slowly building up your train into a state-of-the-art fighting machine. In this respect, it's a bit like *Sim City*, as the pieces fit together like Leggo to form one overall entity. There are war wagons, prison wagons, storage wagons, living wagons... in fact, you name it and there'll probably be a wagon for it! All this takes money, though, so just as citizens were taxed for funds in *Sim City*, so too are the many train dwellers. The trading of valuable minerals, ores and food stuffs will also help generate much needed cash which helps to slowly expand your train into something approaching the size of a Megablock in Judge Dredd.

It's too early to tell whether such a mishmash of gaming styles will gel together or not, but we'll bring you a review as soon as we can. *Transarctica* is due for release in January 1993.





Here's just two of the many different kinds of wagons that can be hooked onto the main engine of the train.

As we're squeezed for space this issue, only a couple of games have made it into our prized First Imps preview spot, but what a dandy looking pair they are.

First Impressions



DR WHO – DALEK ATTACK
ALTERNATIVE SOFTWARE

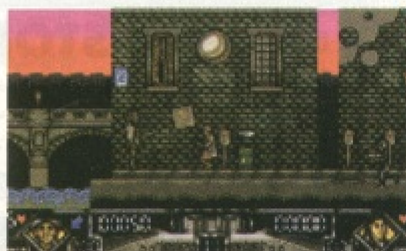
The longest running sci-fi TV programme in the world might have ceased production, but Doctor Who is set to live on courtesy of Alternative Software. They've snapped up the rights to the BBC's cult show and have come up with a platform-based shoot 'em up. Although there have been a couple of games based on the Doctor before (most memorably MicroPower's *Doctor Who and the Minds of Terror* on the C64), this will be the first to include both the Doctor and the Daleks pitted against each other.

The plot involves the Doctor in a battle royale against arch-nemesis Davros as the Dalek leader attempts to destroy the Earth's ozone layer with his army of upturned dustbins. Before good can defeat evil the Doctor must first combat numerous other characters from the show. Set over five levels, the player will be able to choose from three of the original Doctors: Tom Baker (the guy with the scarf), Patrick Troughton (the guy with the flute) and Sylvester McCoy (the guy with no acting talent whatsoever). It's also possible to chose two assistants, these being Ace or a UNIT soldier. K-9, on the other hand, follows you around constantly.



The game is currently going through its final bug-testing stages. As well as seeking the opinions of games magazines, Alternative have also sought the advice of the Dr Who Appreciation Society. More than 750 members recently had the game previewed to them and, according to Alternative's David Watkins, 'the response was quite amazing, totally surpassing all our expectations'. But then he would say that, wouldn't he?!

The demo we've seen has a very smart intro with the Tardis appearing out of nowhere with the signature tune playing as the credits roll. The first level is all but complete and involves the Doctor in a mad dash around the streets of London picking up Doctor Who health icons and power-ups while avoiding Ogrons and Daleks. The sprites are a bit on the small side and the collision detection isn't all it could be, but these faults may well be corrected in the final version.



DESERT STRIKE
ELECTRONIC ARTS



When Electronic Arts released *Desert Strike* on the Megadrive last April, it shot to the top of the charts. Now, the strategic shoot 'em up is being converted to the Amiga and, by all accounts, is looking just as good as the original blast.

In case you're not aware, the Megadrive shoot 'em up involved piloting an AH-64 Apache helicopter in an attempt to overthrow General Kilbaba, a mad tyrant who has invaded a small Arab emirate. Sounds familiar? Of course it does, and in the States the game received much flak from military and parental organisations for its blatant Gulf War scenario.

But whatever the convoluted plot, there's no denying that Desert Strike was a quality blast and the Amiga conversion is shaping up nicely. The in-house conversion is being handled by Gary Roberts, the man responsible for the earlier Megadrive-to-Amiga conversion of *John Madden Football.*

The Apache 'copter under your control is an incredibly versatile war machine and can carry an awesome assortment of tactical weapons with more to pick up at special drop points in the game. The various missions involve taking out SCUD missile launchers, rescuing allied agents and destroying military installations. Using an isometric three-quarter top-down perspective, there will also be numerous sub-missions that need to be completed. Of course, it's not going to be one way traffic, so keep a look out for SAM missile sites and enemy gun-ships on patrol.

Most of the 27 missions have been finished, with just the sound effects and gamestesting to be completed, so we should see a full review next issue, as well as a playable demo on the disk.





OFFERS FROM BCS LTD

AMIGAS! AMIGAS! AMIGAS!

PACK 1
NEW AMIGA 600
THE WILD, THE WEIRD, THE WICKED PACK + SUPERBASE PERSONAL SOFTWARE

A600 1MB FDD
DELUXE PAINT III
MICROPROSE GRAND PRIX
SILLY PUTTY
PUSHOVER
SUPERBASE PERSONAL
MOUSE ETC
ON-SITE WARRANTY

ONLY £318.99

PACK 2
NEW AMIGA 20MB HD EPIC PACK + SUPERBASE PERSONAL SOFTWARE

A600 +20 MB HD
1MB RAM
TRIVIAL PURSUITS
EPIC, ROME,
MYTH
AMIGA TEXT WP
DICTIONARY, MOUSE ETC +
SUPERBASE PERSONAL SOFTWARE
ON-SITE WARRANTY

ONLY £458.99

PACK 3
NEW AMIGA 600 BCS PACK

A600 1MB FDD
DELUXE PAINT III
MYSTERY GAME
SUPERBASE PERSONAL SOFTWARE
MOUSE ETC.
ON-SITE WARRANTY
10 3.5" DS/DD DISKS
DISK BOX
MOUSE MAT
TAILORED DUST COVER
MICROSWITCH JOYSTICK

ONLY £289.99

PACK 4
BCS STARTER PACK

10 3.5 DS/DD DISKS
DISK BOX
MOUSE MAT
TAILORED DUST COVER
MICROSWITCH JOYSTICK
3.5 CLEANING KIT

ONLY £17.00
WHEN PURCHASED WITH PACK 1, 2 OR 6

NEW ZOOL PACK INCLUDING:

ZOOL
STRIKER
PINBALL DREAM
TRANSWRITE WP

ONLY £15.50 WHEN PURCHASED WITH AN AMIGA. **OTHERWISE £19.99**

PACK 5

PHILIPS CM8833 MK II
COLOUR STEREO MONITOR
LOTUS TURBO CHALLENGE
ON-SITE WARRANTY
UK SPEC'
CONNECTING LEAD
DUST COVER

ONLY £199

PACK 6
NEW AMIGA 1200

- 68020 PROCESSOR RUNNING AT 14.19MHZ
- 2MB CHIP RAM
- 16 MILLION COLOURS
- AA CHIP SET
- NUMERIC KEYPAD
- ON-SITE WARRANTY

ONLY £362.99
OR £376.99 with new zool pack

GVP SERIES II HARD DRIVES & ACCELERATORS FOR A500

GVP 42MB HD8 II	£279
GVP 52MB HD8 II	£319
GVP 80MB HD8 II	£359
GVP 120MB HD8 II	£409
GVP 240MB HD8 II	£649
GVP A530 COMBO 40 MHz +80MB	£629
GVP A530 COMBO 40MHz + 120MB	£719
GVP A530 COMBO 40MHz + 240MB	£949

CALL NOW FOR PRICES ON RAM UPGRADES FOR GVP DRIVES

GVP SERIES II HC8 HARD DRIVES FOR A1500/2000

GVP 42MB HC8 II	£255
GVP 80MB HC8 II	£325
GVP 120MB HC8 II	£395
GVP 240MB HC8 II	£615

CALL NOW FOR PRICES ON RAM UPGRADES FOR GVP DRIVES

AMIGA BIT'S 'N' BOBS

A500 ½MB UPGRADE	£29
A600 1MB UPGRADE	£42.99
A600 2MB UPGRADE	£115
A600 4MB UPGRADE	£135
A520 TV MODULATOR	£29.99
AT ONCE CLASSIC PC286 EMULATOR	£119.99
3.5 CUMANA DISK DRIVE	£52.99

STAR/CITIZEN PRINTERS

CITIZEN 120D 9PIN MONO	£124
CITIZEN SWIFT 9PIN COLOUR	£179
CITIZEN SWIFT 24PIN 224 COLOUR	£220
CITIZEN SWIFT 24E COLOUR	£245
CITIZEN 200 MONO	£209
CITIZEN 240 MONO	£245
CITIZEN 240 COLOUR	£268
STAR LC-200 COLOUR	£199
STAR LC-24 200 COLOUR	£259
SEKOSHA SL-90 MONO 24 PIN	£185

ALL PRINTERS COME WITH LEAD & DUST COVER
CITIZEN PRINTERS HAVE 2 YEAR WARRANTY

ACCESSORIES/JOYSTICKS

1000 COLOURED LABELS	£8
1000 TRACTOR LABELS (WHITE)	£10
MOUSE MAT	£2.75
MOUSE HOLDER	£2.50
14" MONITOR STAND	£10
PRINTER STAND	£6
3.5" CLEANING KIT	£2.75
PRINTER RIBBONS	£CALL
PARALLEL LEAD	£8
ZIPSTICK	£11.50
QS PYTHON IIIM	£9.50
CHEETAH 125+	£8

DUST COVERS

A500	£3
A600	£3
STAR LC200	£3.50
STAR LC-24 200	£3.50
CITIZEN 9	£3.50
CITIZEN 24	£3.50
PHILIPS MKI/II	£3.50
ATARI	£3.00

BCS ORDER HOTLINE 0273 506269 PHONE NOW

WHY ORDER FROM BCS?

Established for over 3 years BCS is well known for the quality of its products and services.
WE HAVE THOUSANDS OF SATISFIED CUSTOMERS ACROSS THE UK.
Fast and efficient delivery service provided. All products sold carry 1 year minimum guarantee. All products UK spec only. All prices include VAT. DONT DELAY ORDER TODAY. CALL IN OR SEND CHEQUES/POSTAL ORDERS TO

BCS LTD

349 DITCHLING ROAD, BRIGHTON, EAST SUSSEX BN1 6JJ
ADD £4 P&P UNLESS STATED. ADD £10 FOR NEXT DAY DELIVERY (MON-FRI) (UK MAINLAND ONLY)



ORDER HOTLINE 0273 506269/0831 279084
All offers subject to availability. E&OE. Prices/pack details may change without notice.



ALIEN 3



What's eight feet tall, has acid for blood and needle sharp teeth? That's right it's ... Mark Patterson



IN SPACE NO ONE CAN HEAR YOU SCREAM

Some people seem to attract loonies, others act as a magnet for viruses, Ellen Ripley seems to draw acid-spitting slaughter-hungry aliens. As the main character in the Alien films, she's outlived the crew of her starship, a platoon of colonial marines, and, in the most recent movie, an entire prison colony.

The game starts in the nicest area of the penitentiary, although even then it resembles the kind of kebab shop a starving man would pass by. The aliens who are now residing in the colony have been very busy. Using their ability to secrete a noxious, tougher-than-rope resin, they've glued all the prisoners to various bits of the colony. Being a good egg, and not wanting the aliens to breed anymore, Ripley takes it upon her self to free them and slaughter every xenomorph that gets in her way.

If you've seen the film (which I thought wasn't too bad), you'll probably have sussed that the game's plot differs somewhat. Unlike the film, where Ripley was armed with nothing more than a dangerous haircut, here she's really kitted-out for action. Her arsenal is made up of hand grenades, a flame thrower and a pulse rifle (complete with grenade launcher). Each weapon has a limited supply of ammo, which dwindles very quickly when you're faced with aliens that take several hits to kill.

She also has a motion tracker which pin-points the position of any prisoner or alien in the nearby area, although it only has a limited power supply and batteries have to be found to charge it up. The problem with this, though, is that by the time it picks up an alien, it's already making a determined leap at your throat. However, because there are so many prisoners on the later levels, it becomes an essential bit of kit.

THIS TIME IT'S WAR

There are 14 levels in total, all of which are set against the clock. If you run out of time you get to witness the aliens bursting out of the remaining prisoners, which is almost worth deliberately running the clock down to see. Obviously any sane person would do a runner rather than take on an entire alien race single-handed. What prevents Ripley from following suit is that the last doorway doesn't open until the final prisoner is rescued.

Ripley only has a limited amount of energy, which is depleted by contact with the aliens and long falls. She can also be a bit of a danger to herself. There are several storage rooms in the colony which contain

GUNNING FOR ALIENS

It's one thing having plenty of weapons, it's another knowing how to use them. While each one is perfectly capable of blowing an alien into very small bits, they also have specific uses.

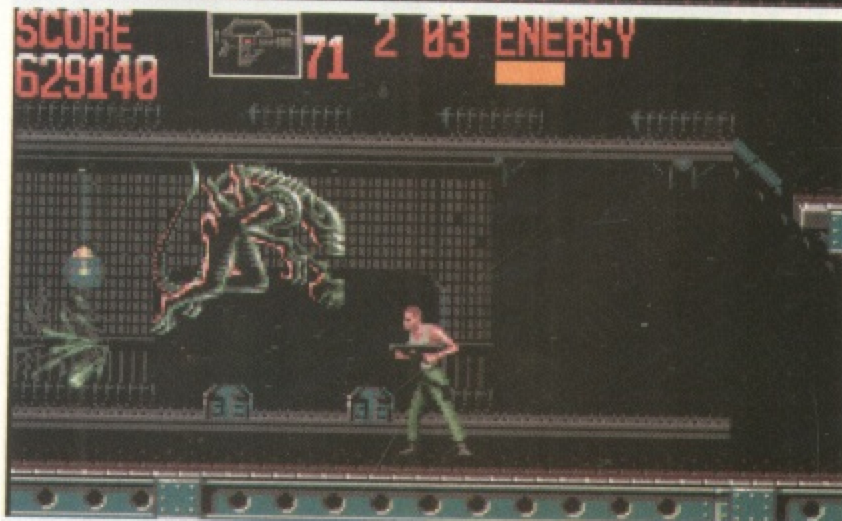
FLAMETHROWER
Very powerful. It's put to best use when burning alien eggs and face huggers.

PULSE RIFLE
The best all-round weapon. It gets through ammo like nobody's business, though, so use sparingly. Ripley can point it at the ground when she runs, which is useful as that's where many of the aliens burst out from.

GRENADE LAUNCHER
This is very effective indeed, capable of destroying aliens before they come on screen, but it has a slow rate of fire.

HAND GRENADES
These are best employed in the ventilation shafts as they bounce quite a bit when they hit a surface and take a while to detonate.





Luckily for Ripley she can shoot in diagonals, so there might just be enough time to take out that alien. Of course, running away might be an equally good idea!

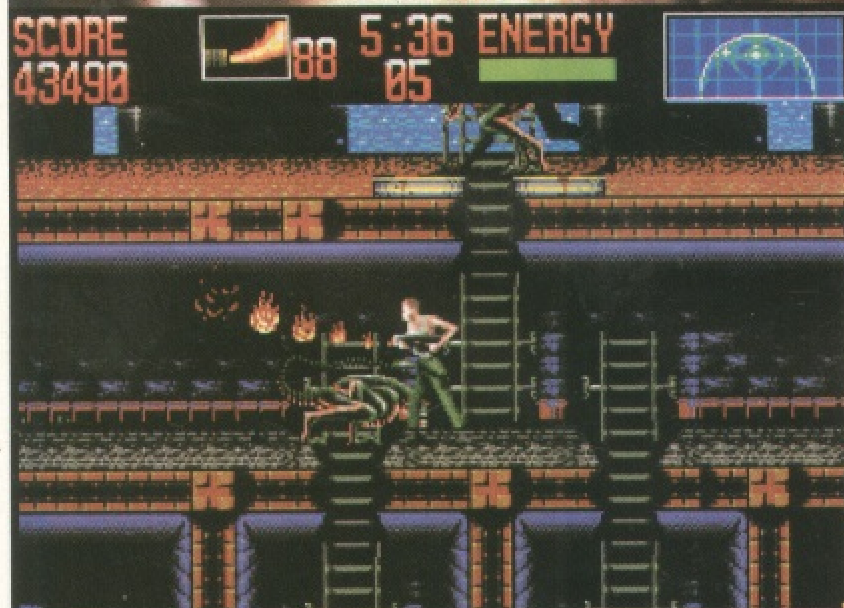




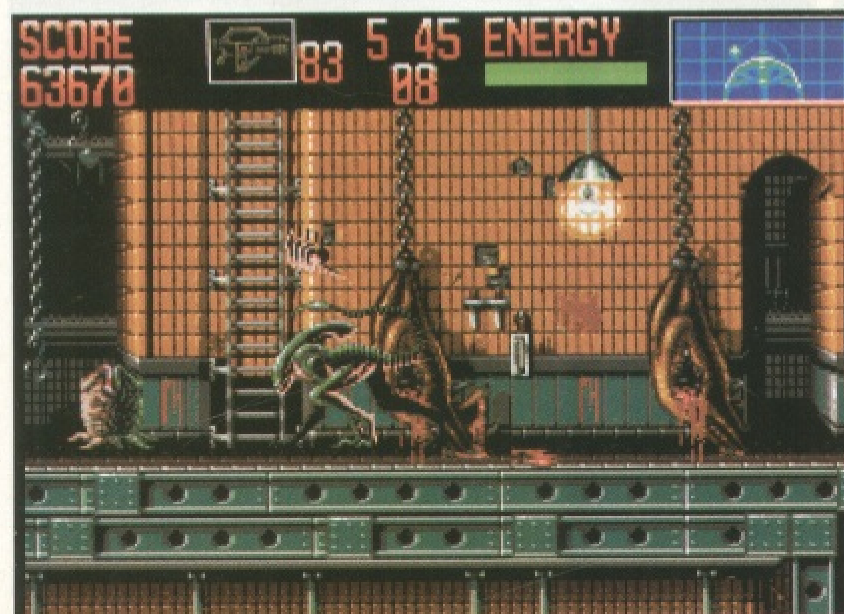
It pays to throw a grenade or two to deal with out of the way aliens.

Ripley can fire down ladders as well as drop grenade s to clear the way.





The motion tracker is better for tracking down prisoners, as the aliens are usually leaping out at you by the time it picks them up.



Face huggers are very quick. Your best bet is to use the flame thrower to burn them as they leap. Otherwise Ripley might just get that facial she never wanted.

cans of fuel that explode when hit by a stray bullet or grenade.

Moving around the levels can be quite tricky, even if you avoid most of the hazards. There are loads of moving platforms which provide the only link between gantries, so Ripley's formidable leaping abilities are put to the test. Security doors also pose a hazard. Most can be opened by operating the controls at the side, which is handy as they can be closed behind you to lock out aliens. The alternative is to select the grenade launcher and blow it away.

TOO TOUGH TO BEAT?

Apart from the hazards with slavering jaws, there are plenty of other things to be avoided. Some levels have slippery ramps, and stepping on one of those leads to a very long drop. There are also spiked pits and gigantic fans which spell instant death. Plenty of long-drops have been placed under tricky jumps to liven things up further.

Naturally the prisoners are usually stuck in out of the way locations, and half the challenge of rescuing them is finding them in the first place. Often you need to retrace your steps to find a passage or doorway you might have missed, which can be a little hair-raising with the clock ticking down. The prisoners are very heavily guarded after the tenth level. Egg-sacks are placed right next to them, and they release a face-hugger as soon as you approach.

There's one level that differs from

MEGADRIVE MEETS AMIGA

Alien 3 is already a big success on the Megadrive and rightly so. It's nice to see that Probe have converted the game almost exactly onto the Amiga, right down to the same level maps. The only difference is that it's slightly slower than its console counter-part, although that doesn't effect the gameplay.

The Amiga version of the game can also make use of the three-button Megadrive control pad. Because the Amiga isn't really built for this type of controller, only two buttons work so you still have to use the space-bar to change weapons, but it makes it a lot easier to play.

ALIENS, ALIENS EVERYWHERE

The Aliens are a little like ants, albeit eight-foot ants with a hatred off all things warm-blooded. All of them have several physical traits in common – they bleed acid, they have two sets of jaws, they like damp locations and are constantly dripping with some kind of slime.

In Alien 3 they take a new form, well the single alien in the film does. It now appears that an alien inherits some of the genes of the creature it bursts out of, in this case a dog. Whereas the aliens in the previous movies have been actor shaped, this one has a tail and scrabbles around on all fours (although there are no embarrassing incidents with lamp-posts).

Although Ripley buys it at the end of the film, rumour abounds that plots have been drawn up for the next three movies in the series. There's scope for a Predator versus Aliens film, which was alluded to in Predator 2, where there's an Alien's skull in the big guy's trophy room.

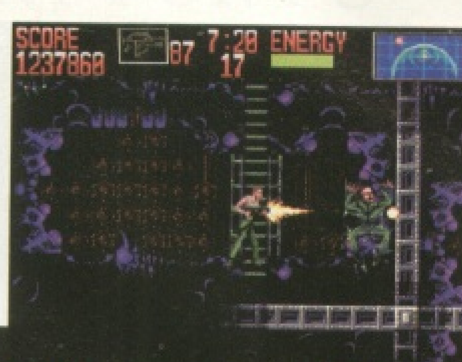


The eggs that the face huggers leap from can be destroyed from a distance.



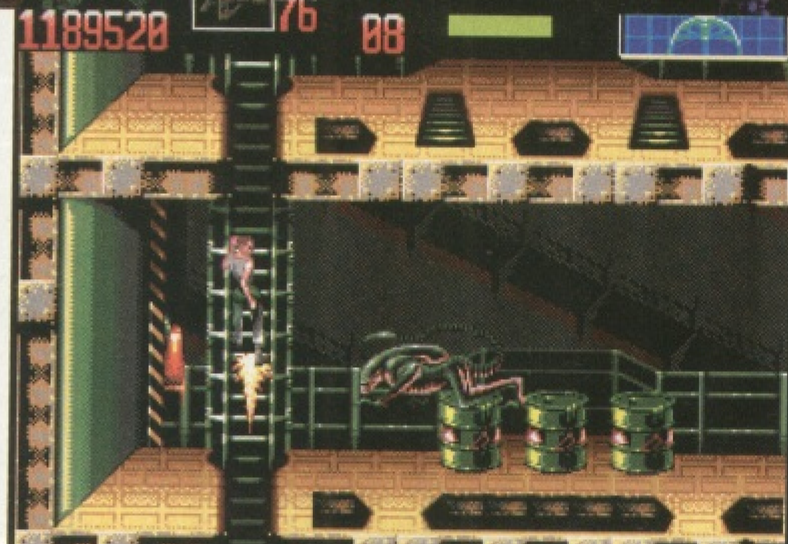
The exits open when all the prisoners are freed.

There's a bonus for any unused ammo.





Forget about the prisoners, the aim of this level is to survive. There are more prisoners than ever and a very limited supply of ammo.



The aliens can leap out of the ground or drop form the ceiling. You never know where the next one will be.

all this though. The mayhem stage is devoid of prisoners but full to bursting point with aliens and facehuggers. The object isn't so much to find the way out as to survive. This sets you up with almost no ammo for the next level, which makes things tougher still.

One of the trickier features of the early levels are the networks of ventilation shafts. You can't tell where the passages lead to and aliens have developed a nasty habit of dropping down vertical shafts at high speed. The hand grenades come in very useful as they can be dropped down tunnels to clear the way before you crawl into thè unknown.

THE BITCH IS BACK

Every few levels the scene changes and Ripley finds herself locked in a room with a queen Alien. Apart from being significantly larger than her offspring, she can leap huge distances and spit acid. It takes a ridiculous amount of ammo to finish her off, so you have to make each shot count. Like the normal levels this is time-limited, so you can't wait for her to jump into your sights.

Face huggers start to appear on the later levels. These burst out of their eggs and make a spirited attempt at grabbing Ripley's face. If they succeed they'll slowly drain her energy. Only a large amount of joystick waggling will be capable of throwing them off (if only John Hurt had known that in the first film). The worker aliens also start dropping down the ladders, so it's nearly impossible to tell where you'll come under attack from next.

To begin with the scenary is nice and recognisably human. There's the hospital, the abbatoir, complete with corpses, and the cell block. As she works her way deeper into the complex, the background becomes more alien-like, with tubes and other organic bits adorning every wall. Here's where the game gets really tough. You have to move very quickly as the maps are complicated and the prisoners are stashed all over the place. In addition to that, acid drips from the ceiling and there are more Aliens than ever.

There are also secret rooms, which can usually be found by running into walls. These often contain ammunition and medical packs, although on the last couple of levels they play host to prisoners. To begin with it doesn't take long to learn the levels, but later on they become so big that it's impossible.

LET'S ROCK AND ROLL

The sound effects are fantastic. Noises for the pulse rifle and grenade launcher have been sampled from Aliens and they sound terrific. Music plays throughout, although it's very subtle and you don't always notice it. The graphics are excellent. The Aliens are suitably spindly and, well, alien. There's some nice variation between the backdrops, although I think a little more could have been done with the Alien levels at the end of the game.

You can't really say that this does the film justice, mainly because most people will rate the game better than the movie. It also has so little to do with the movie's plot. What it is, though, is an excellent Aliens game. It's full of action and the variety of weapons offer Ripley plenty of death-dealing opportunities.

Alien 3 is definitly very challenging. There's plenty to shoot, lots to explore and the backgrounds vary enough to hold your attention. It has all the atmosphere of an Aliens film as you never know when one's going to leap out at you. This is one of the best movie-to-game conversions I've seen.

THOSE WHO CAME BEFORE

There have been several other *Aliens* games on different formats before now. The first, which was a strategy-cum-adventure based on the original flick, was released on the C64 ages ago. It received some praise at the time, but never really took off. Then came the Aliens movie and along with it two games on the C64. The first was a first person perspective exploration game with overtones of *Operation Wolf*. When an Alien appeared you had to steer a crosshair onto it and blow its head off. Because most of the screens looked the same the game was a little dull.

Finally there was *Aliens US*. It looked good to begin with, featuring what passed for colour digitised pictures in those days and with each level based around specific scenes in the film. What let it down was the lack of any talent on behalf of the programmers. The ventilation shaft scene was translated into a maze game which looked like a really poor version of *Pacman*, and the scene with the drop-ship at the start of the game just had you steering it through several white hoops.



buyers guide

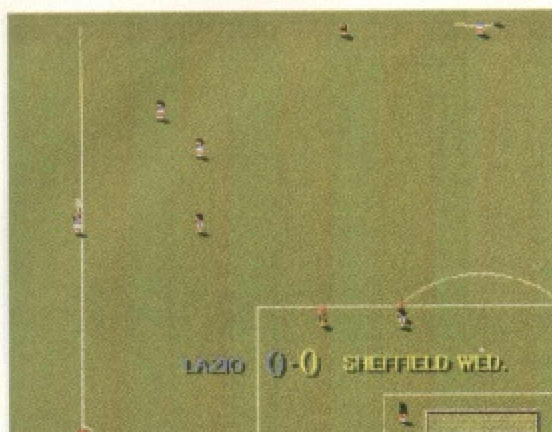
release date:	November
genre:	Arcade
controls:	Joystick/joypad
numbers of disks:	2
number of players:	1
Hard disk installable:	No
Memory:	512k

ACCLAIM £25.99

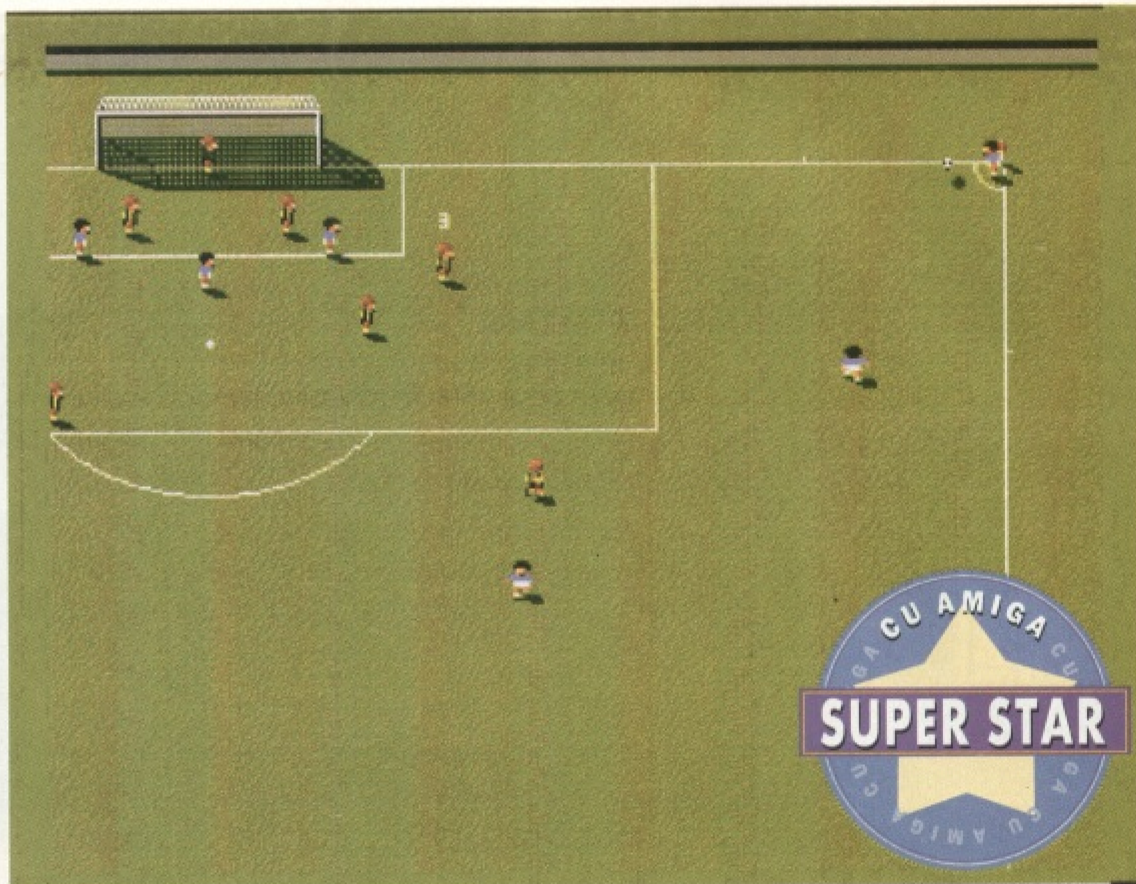
“Playable and atmospheric platform blast”

GRAPHICS	88%
SOUND	90%
LASTABILITY	93%
PLAYABILITY	92%

OVERALL 92%









SENSIBLE SOCCER V1.1

Veteran football hooligan, Steve Merrett, slides his tackle towards Sensible Software's update of what is commonly-regarded as THE football game.

NEW TESTAMENT

It's a testament to *Sensible Soccer's* supreme playability that it was the only game capable of knocking Anco's *Kick Off II* from its position as the ultimate footy sim. However, as is always the case, the best could have been better, and whilst *Sensible Soccer* outflanked Anco's aging star in terms of playability, realism, and graphical finesse, its goalies were veritable Helen Kellers and it completely ignored fouls, red cards, and bookings. Time restrictions could have been blamed as Renegade were keen to get *Sensible* out in time for the European Championships, but even without these features, the Sensi boys did good.

So what's new? Well, all the aforementioned features have been added and the whole game tweaked and... er... oh yeah, for some reason Leeds Utd have been added (presumably the game didn't sell up there or something). Thus, after slamming the disk in the drive I prepared for what again should have been the ultimate footy experience. I'm not sure what I was expecting, but the minor modifications the Sensible lads have added have breathed new life into what was already a legend in its own lifetime. Although the presentation screens boasts new teams in the custom league (including one called 'Look, Mr Taylor!'), it isn't until a dirty tackle is attempted or a shot fumbled towards the 'keeper that things start happening. Whilst the Ref doesn't actually appear on-screen as he did in the Anco classic, his omnipotent powers become apparent as he dishes out tiny yellow and red cards to offenders – and if a player receives the latter, he duly leaves the field with his head bowed!

GOAL FINGER...

In addition, if the goalies of the original were akin to those in the Vauxhall Conference League, V1.1's 'keepers are a real step up – to the second division at least. My only real gripe with the first *Sensi Soccer* was that many a match was lost due to the goalie farting about doing nothing in particular whilst a long and slow ball drifted into the back of the net. Now, however, not only do they use a little more savvy, but they can also nudge the ball from the goal if they can't hold on to it – and they even get up in time for a second chance as your opponents rush in for another crack! Although they still make the odd mistake and often let really dumb goals in, the addition of these enhanced 'keepers is the real saving grace of this updated version, and ensures that the games are real end-to-end affairs which keep the players on their toes.

I really cannot praise this update highly enough. Simply by conceding that the original wasn't perfect and actually doing something about it both Renegade and Sensible have scored well on my 'caring people' scale. However, whereas past enhanced versions of games (*Arkanoid*, *Xenon*, et al) have been minor remixes of old favourites, the additions made here are genuinely to the game's benefit. If you are one of the few sad individuals who didn't buy *Sensible Soccer* first time round, then do so now – they don't come any better than this. And I have a feeling that Renegade are going to be swamped with upgraders, too.

In this new version, your goalies aren't wearing blindfolds like they were in the first game. Indeed, they'll even pick themselves up for a second stab at saving the ball if they miss the first time.

WHERE DO WE GO FROM HERE

The enhancements made to *Sensible* leave us wondering where they could go from here. When Anco released *Kick Off II*, Refs, free kicks, and aftertouch had been added, but between the original Sensi and V1.1 these ideas have already been covered. The sequel could feature players who cry when they get sent off before launching on a short-lived pop career, but as far as on-field action goes Sensible have it covered.

buyers guide

release date:	Out now
genre:	Footy Sim
team:	Sensible Software
controls:	Joystick
numbers of disks:	2
number of players:	2
hard disk installable:	No
memory:	Any Machine

RENEGADE £25.99 (£3.95 upgrade)

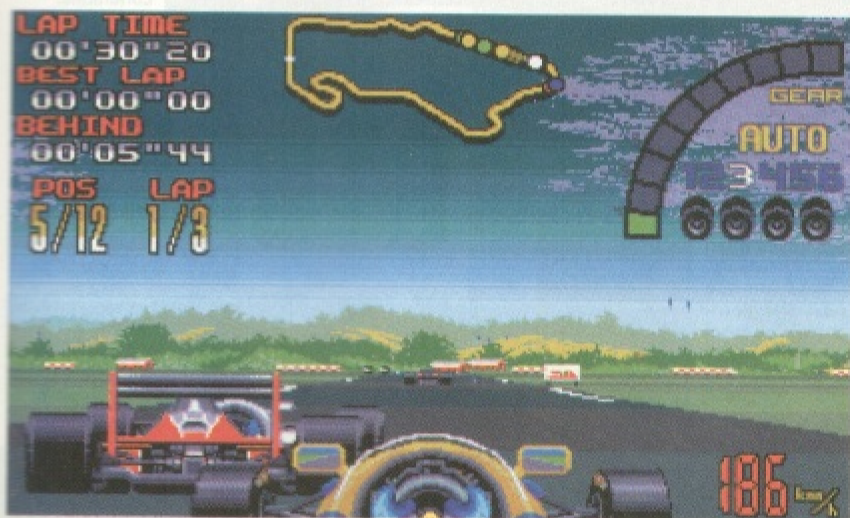
'The best just got better – buy it now...'

GRAPHICS	88%
SOUND	83%
LASTABILITY	95%
PLAYABILITY	94%

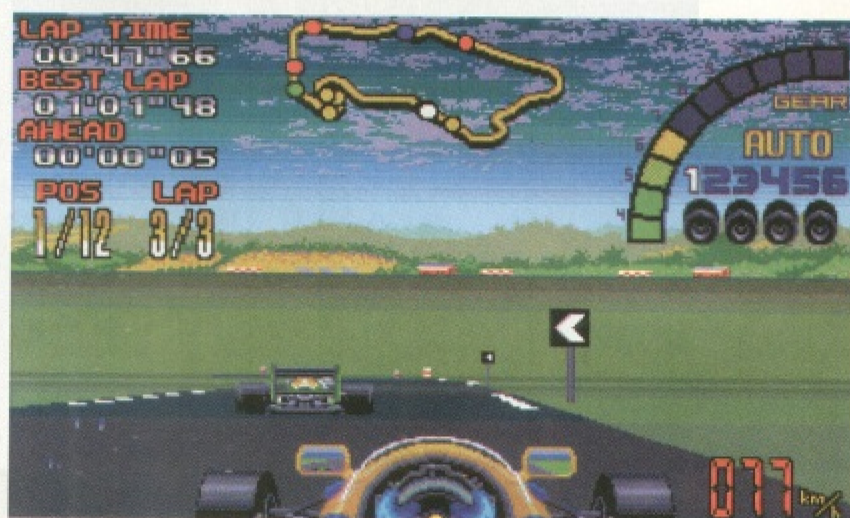
OVERALL 94%

NIGEL MANSELL'S WORLD CHAMPIONSHIP

Battling for pole position in the increasingly competitive motor-racing simulation market is Gremlin's new big-name game. Steve Prizeman donned his car coat and took it for a spin...



Powering ahead in a simulated Williams-Renault Formula One mean machine, the player gets a feel for what it's like to be Nigel himself – but watch out for Ayrton!



A map of the circuit, rev counter, tyre wear indicator, speed and lap counters all help the driver guage his performance, but they can be switched off to provide a more arcade feel to the game.

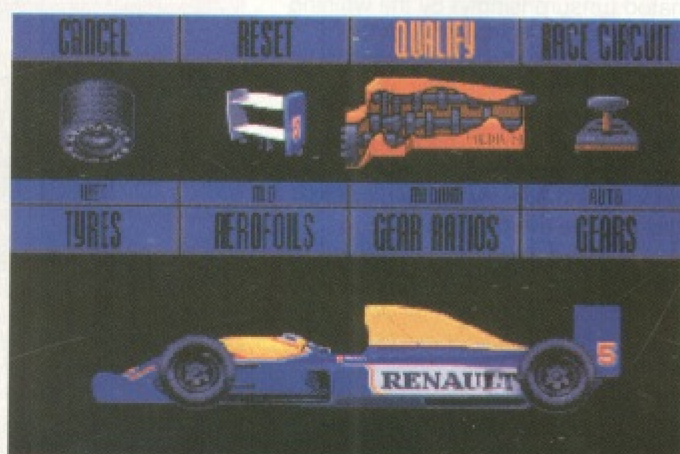
PEDAL TO THE METAL

Get your motor running, as Steppenwolf said, but don't head out on the highway – try Silverstone, or Monaco, or any of the 16 Formula One Grand Prix circuits where the world's top drivers put their pedals to the metal in pursuit of the coveted title of champion. Gremlin's new driving sim is as straightforward as the curves and chicanes of the race tracks are complicated.

Putting you behind the wheel of Mansell's distinctive blue and yellow Williams-Renault, it lets you play the part of the laid-back speed-king and face his formidable rivals. Each race includes 11 entrants in addition to Nige, who, like our hero, have genuine drivers' names and car colouring. The drivers and cars have distinctive characteristics, rather than being a uniform army of automata, so some pose more of a threat than others. If you've wanted to reach the bend before Ayrton Senna, overtake Riccardo Patrese, or pass Martin Brundle on the straight, then you've got your chance. The circuits also copy the real-world tracks they represent, with to-scale twists and turns occurring in all the right places.



It never rains, but it pours! A 75% chance of needing the wet weather tyres at Silverstone is indicated here. Changeable weather conditions (wet or dry) are one of that features to add extra realism to the races.



Wheels, aerofoils, gear ratios – all can be changed to gain optimum performance from your car. The work is completed in an instant too! Try getting that done at the local garage: 'Sorry, guv., can't get the parts. A week on Thursday alright?'

PRACTICE CIRCUIT

Naturally, you need to develop your skills before facing the challenge of Formula One, so you can begin in the driving school. There the circuit may be tackled with the vehicle in successive gears and a 'racing line' on the track shows the best position to take up. There is also an 'Improve with Mansell' option in which the world champion's head appears on screen to 'talk' you through a circuit, with advice appearing as written text at relevant moments. Gremlin has worked hard to make the face look like the moustachioed Mansell – earlier versions bore an unfortunate resemblance to Saddam Hussein.

Your car may be tuned prior to the race, with three types of tyre, aerofoil, and gear ratio, and the option of having automatic or manual gears (the latter providing a real challenge). If you don't feel up to entering the World Championship after this preparation, with all 16 races occurring in order, you may pick and choose your Grand Prixs one race at a time. Before a race you may drive two qualifying laps, if you choose, in order to try and win pole position with a scorching time.

There are four levels of difficulty in ➤



Around the world in 16 races. Each Grand Prix of the World Championship is available to test your talents on the track.

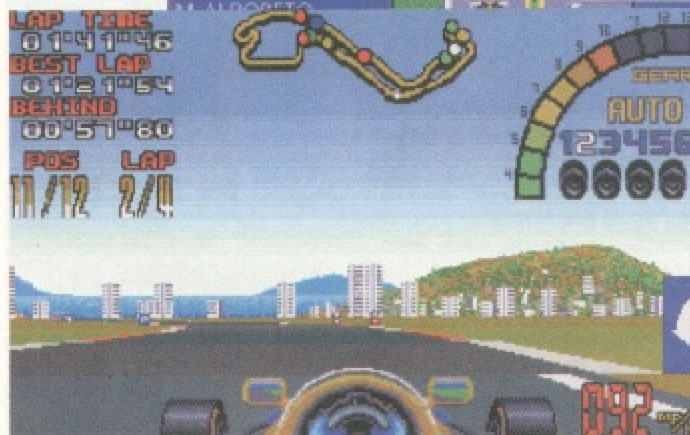


The stylish racing helmet shown here heralds the 'Improve with Mansell' option: expert tuition in learning the arts of Formula One racing. Due to the lack of crashes protective headgear isn't something you'll need.

Pole position again – well done Nige! Don't take things for granted, however, the race isn't won until you're spraying the also–rans with champagne from the victor's rostrum.



Three types of tyre are available – wet, soft, and hard. Retreads are not an option, it's quality you're looking for if you want to be a winner. Alter your machine to match your circuit and weather conditions.



The open road stretches ahead, but this is no time for sightseeing. Put the pedal to the metal or your opponents will be crawling all over your bumper before you know it.



The Man(sell) himself talks you through a circuit, giving you tips on better racing technique when necessary. Make sure you pay attention – there's no room for Sunday drivers in this game.

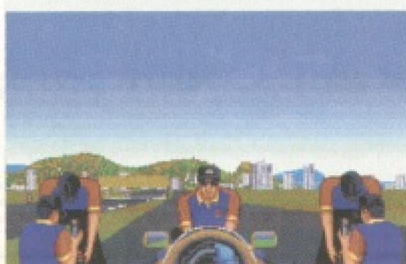
the game: at the Championship stage, the highest, circuits amount to approximately 10% of the real track, so that, for example, you would race seven laps instead of 70. At each course there is a variable chance of rain occurring during a race, hence the need for a wet-weather tyre option, but there are no cross winds, or other elemental hazards to face.

PIT STOP

As you might expect of a game that has not only garnered approval from Mansell, but from Renault Formula One and FOCA, the Formula One Constructors' Association, *NMWC* is an enjoyable and reasonably realistic simulation. The down-side to such endorsements, however, is that Gremlin has been obliged to recognise the sensitivity of these groups (and individuals) to the portrayal of crashes and damage. In short, there isn't any. Track-side signs, bridges, bollards and haystacks may be struck, and other cars nudged, with no visible effect – at first. This is probably fair enough – after all it is Formula One, not a demolition derby. All damage is converted into symbolic 'tyre wear' (as is tyre wear, of course). A set of tyres in the top right of the screen change colour as damage mounts up. When they start to turn red it's high time to enter the pits and trust your team to make speedy repairs and tyre changes. Careless driving, such as hitting signs, slows you down and can even cause you to stall, allowing your rivals to zoom past. If you get too close to walls, and clip them with the side of a wheel, an atmospheric shower of sparks is raised (and heard) – a nice touch.

Graphically, the game is well-presented, but unremarkable. The car sprites, track, and backdrop are all convincing enough, but the ground surrounding the track is somewhat flat and lifeless. One particularly impressive effect, however, is the inclusion of working wing mirrors, accurately showing the position of cars chasing your tail. The game is introduced by a pleasant funky tune, but what you hear is mostly dominated (unsurprisingly) by the whining of engines straining away at top speed. Sound effects indicating collisions and falling rain may also be heard.

So, if you want to find yourself on the winner's rostrum, spraying champagne over an adoring crowd, this may be the place to start.



PERFECT FORMULA?

The Williams and Renault teams encountered many ups and downs in their very different histories before hitting on the successful partnership which provided the basis for Mansell's dominance of the 1992 World Championship.

Although Renault won the first ever French Grand Prix, way back in 1906, it left Grand Prix racing two years later and didn't return until the 1970s. Renault achieved several high positions in the Constructors' Championships of the early 1980s (2nd in 1983, and 3rd in 1981 and 1982), but, on the whole, its performance was less than might have been hoped for and its team did not contest Grands Prix after 1985. In 1989, however, Renault returned to the Formula One scene by supplying engines to Williams.

The first Formula One Williams car was sponsored by an Italian model company named Politoys. Politoys FX3, as it was known, suffered the ignominy of crashing after only seven laps in the 1972 British Grand Prix, staged at Brands Hatch. Williams' perseverance was rewarded in time, however, with the company winning its first Constructors' Championship in 1980 – an achievement it has repeated in many subsequent years.

This season has seen their best achievement yet, with both the teams' drivers, Mansell and Patrese, coming first and second in the drivers' championship and the team itself winning the constructors' championship.

The sparks fly! Mind the walls of the Monaco tunnel if you want to preserve your tyres.

buyers guide

release date	**Out now**
genre:	**Driving sim**
team:	**In house**
controls:	**J, M, K**
numbers of disks:	**2**
number of players:	**1**
hard disk installable:	**yes**
memory:	**1 Mb**

GREMLIN £29.99

“Thorough, enjoyable, well-presented, but unremarkable”

GRAPHICS	75%
SOUND	66%
LASTABILITY	82%
PLAYABILITY	85%

OVERALL 80%

AMBERSTAR

A classic fantasy role-playing game? Steve Prizeman strapped-on his suit of elven armour, and grabbed his magic staff – then came to the office to review Amberstar.



Streets ahead? The stonework looks nice enough, and a reasonable sense of 3D movement is conveyed as you walk past it, but the routes are empty, boring, and repetitive.

Amberstar, new from German software house Thalion, is a game which promises much, but delivers comparatively little. The impressively designed packaging, the assorted props and goodies within the box (poster, map of the magical world of Lyramion, and simulated parchment bearing a key for interpreting runic messages), and the substantial, well-written instruction manual lead you to believe you're in for something special. You're not!

The world in which the game is set is a sub-Tolkien land containing every cliché in the fantasy fiction/Dungeons & Dragons books. For example, the game intro opens with your 18 year-old hero grieving beside the graves of his parents, murdered by orks (sic). Veiled references, and later more explicit ones, make clear the nature of the main quest in which the hero should involve himself: preventing the summoning of the evil Tarbos, God of Chaos, who ravaged the world a thousand years earlier. For Tarbos read 'Sauron' and you'll get the picture as to why this is a BAD THING. A novella included in the back of the manual gives his origin story in grim folktale form (gifted, but unpopular boy learns magic and absorbs the spirit of a demon lord). Let's not read anything into the description of the inhabitants of the boy's village as 'blond haired and good natured', whilst his 'hair was as dark as raven feathers by night and his temper was even darker'.

The game is controlled easily (though not without a fair amount of reference to the manual) by the icons positioned to the right of the 'window' occupying most of the screen. Through the square window appears your view of the world. There are two ways of seeing things: a two-dimensional top-down view of your character and his immediate surroundings, and a three-dimensional eye-level view representing what is directly ahead. The latter is used when negotiating the labyrinthine alleys and tunnels without which any RPG would be incomplete. The top-down view provides significantly greater detail (tables, chairs, pots and pans, etc) than the 3-D mode which leaves you wandering through the empty, monotonous, virtually deserted streets of Twinlake (the town where your character begins his adventures).

The computer decides which view you see, depending upon where you are. The 2-D screen is drawn so that only those objects within possible lines of sight from where your character is standing are shown. Furthermore, if it gets dark while he's wandering around only a gradually narrowing circle of ground surrounding him remains visible. A map may be called upon, and is essential for finding your bearings, given the identical streets. Unfortunately, however, the map reveals the plan of areas your character has not yet explored.



Wizard prang! The saffron Santa with the sparkler is one of the many stock characters with a cardboard personality who may be bumped into whilst roaming the streets of Twinlake. They readily drop hints to nudge the plot along.

It also exposes the large number of useless dead-end streets included in the town simply to give extra mileage for wandering around, with no buildings accessible (or even visible) from them to justify their inclusion.

Graphics are not this game's trump card – many approximating to Vision On's gallery on a good day. The sound, however, is much more enjoyable. Continual music (but no sound effects that I noticed), altering in theme and mood depending on the geographical location of the hero, adds greatly to the game's atmosphere. Whilst some of the music is reminiscent of Beatles' tunes (one is very Strawberry Fields-ish), others tend towards New Age ambient and lift-music. It has to be admitted, though, that due to its constant presence some of the music does become very, very, tooth-grindingly irritating.

There is plenty to do in Amberstar, unfortunately most of it is very repetitive. It is a game to be played by people who enjoy spawling, to-ing and fro-ing games which take a long time to get into and get satisfaction out of.

buyers guide

release date	Out now
genre:	Role Playing
team:	In-House
controls:	Mouse
numbers of disks:	3
number of players:	1
hard disk installable:	Yes
memory:	1mb

THALION £29.99

"Disappointing and hackneyed fantasy game"

GRAPHICS	62%
SOUND	82%
LASTABILITY	60%
PLAYABILITY	61%

OVERALL 65%



Despite what this looks like, BC Kid is not about to be munched by the tearful dino. This is actually the entrance to the next section. From here, BC finds himself transported into the inner bowels of the huge dino, with saliva pits and other such obstacles to overcome.



BC





A head-butting stone-age skinhead is the unlikely star of Ubisoft's latest platform game. Dan Slingsby gets ready for some serious dino-bashing.

NUTTY BOY

Hudson Soft have done it again. Not content with giving us one of the most addictive bomb 'n' run maze games ever in the form of *Dynablaster*, they've now gone and developed a gob-smacking platform game that's destined to become something of a classic on the Amiga.

The star of *BC Kid* is a prehistoric Charlie Brown-lookalike with plenty of attitude. Not for him any club-wielding antics, this guy actually head-butts the opposition or, even better, performs a flying leap through the air and nuts them when he's falling back to Earth. If any nasties should get caught in this way, they are immediately flattened and dispatched off the screen.

So why is our nappy-wearing primordial skinhead such a violent headcase? Well, his girly, the beautiful Moon Princess, has been kidnapped by the evil King Drool and to find her, our cave-dwelling hero must first roam the game's five levels and numerous sub-stages in an attempt to track her down. Unfortunately, this being the Prehistoric Age and everything, there are an awful lot of improbable-looking dinosaurs littering each level as well as other obstacles such as erupting volcanoes, quicksand, lava pits and huge end-of-level bad guys.

BUTT BRAIN

The first level begins with our rotund little friend setting off on his head-butting quest. Early on things are a bit tame with few dinos to nut and even fewer obstacles to overcome. It's a bit like an appetiser and merely serves to familiarise the player with the style of play. The green smiling crocodiles are dispatched with just one kiss of the forelock while the axe-wielding dinos can be put out of action with a double header. As mentioned, it's also possible to flatten approaching nasties with a flying head-butt. This is done by pushing up on the joystick and then pressing the fire button while the Kid is in mid-leap. This turns him upside down so that he returns to Earth with a diving header. The advantage of this move is that all nasties can be taken out with just one hit.

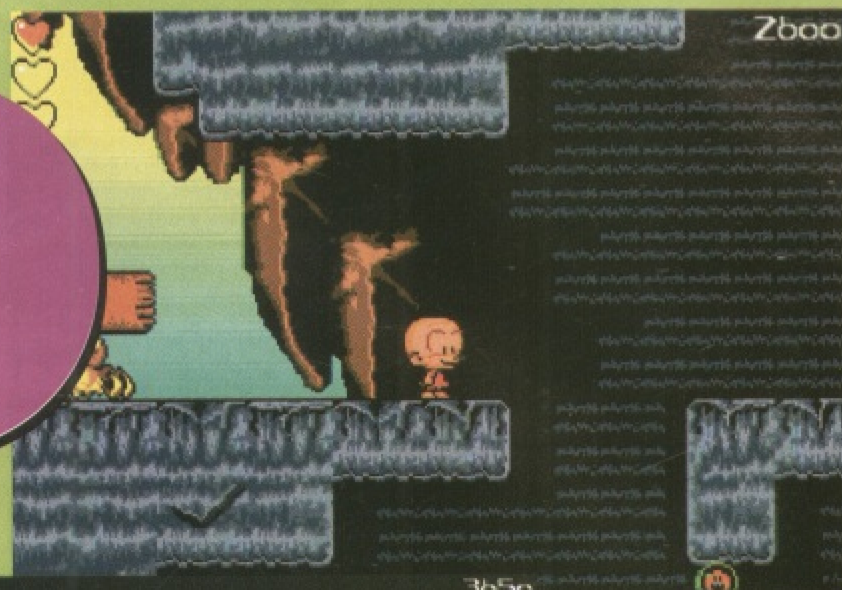
Further on in the level things start to get a bit more difficult as you're suddenly eaten by a huge brontosaurus. From here, you're transported into the dinosaur's murky bowels complete with saliva pits and the murky remains of previously eaten beasties. Once you've battled your way through that lot, you're suddenly dumped into an underground cavern where you have to do battle with an end-of-level dino. To defeat him, the Kid has to bounce up and down on his head, nutting him continuously until the egg shell that's stuck on his head is shattered.

As well as the enemy sprites to take care of, there are also a number of special plants scattered about each stage. The first type act as trampolines and jumping on these allows you to collect energy giving bonus fruits and reach inaccessible platforms or caves. The second type of plant life release energy bonuses after they've been bounced on, but beware as some also contain a few nasty surprises such as an evil spirit which pogos along the stage sapping your energy.

WHO THE HECK IS BC KID?

For those not in the know, *BC Kid* began life as the *PC Kid* on the PC Engine console. Over in Japan, the cute dino-bashing skinhead is nearly as popular as Sonic or Mario and has already starred in a couple of games as well as adorning towels, mugs, t-shirts and assorted paraphernalia. Curiously, in the United States he's known under yet another name, that of *Bonk!*. Quite why this should be is unclear, but what is evident is that here we have what looks likely to become one of the most famous faces on the Amiga and definitely one of the best platformers ever. Let's hope the second game gets converted, too!

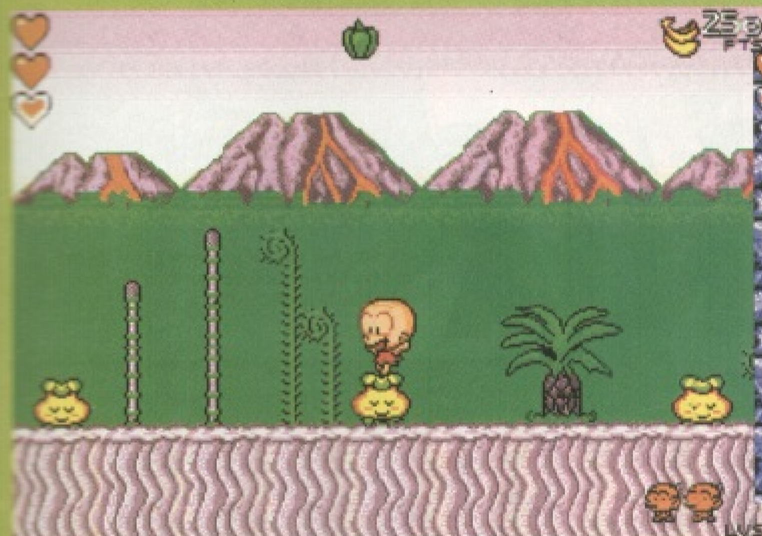
KID



There is often more than one way to complete a stage. This might involve a bit of deep sea diving or swinging from tree vines to avoid having to slug it out with the land-based dinos.

Here's the first end-of-level dino. To beat him, BC needs to repeatedly bounce on his bonce.

Most nasties can be taken out with one or two head butts, but later on there are more powerful foes.



MEAT IS MURDER

Other plants and some of the bounced-upon nasties also release huge meat kebabs which, when collected, transform our hero into a rampaging maniac and really make him let off steam. These come in two sizes: the smaller donna grants the Kid a super butt capable of flattening any nasty with one nod of the head. As an added bonus, cracking his head on the floor will also freeze any nasties who are on the screen for a few seconds. The larger kebab grants the Kid with a few seconds of invincibility, time enough to charge around and send everything you come into contact with flying off the screen. As well as going a very dark brown when he's in such a mood, a bright green Ready Break glow surrounds his body. There are a surprising number of these power-ups included in each level and they come as a welcome find when things start to get tough.

As well as the kebabs to munch on there are also a number of special smiley faces to collect on each stage. These are either released after bashing certain enemy sprites or found in some of the game's more inaccessible areas. It's important to collect as many of these as possible for at the end of each level the total is added up and if you've collected enough your energy will be topped up.

After the first 'trainer' level is out of the way, the action proper begins. Level two includes swampland, caves, woodland, quicksand, open stretches of water and a Tarzan-like section which requires the Kid to swing from vine to vine high up in the trees. Each stage adds something new to the proceedings, be it a new enemy or new skill to learn, and things get decidedly tougher the further into the game you get. This is what keeps things from getting dull and provides the 'just one more go' addictiveness that'll keep you coming back to this game until you've completed it.

LIVE AND LET DIE

In all there are more than 20 stages to complete. My only criticism is that it's a tad easy in parts. You begin the game with three hearts and two extra lives which slowly decrease after every hit and after you've exhausted all that lot there's the option to use three continues. Although these only take you back to the beginning of the current level and not a particular stage, it still means you can gallop through the initial few stages. I doubt whether most players couldn't finish this in less than a week of constant playing. There's also an extra life granted at 10,000 and 20,000 points so the game's designers have given you every opportunity to complete the game.

That said, *BC Kid* is still worthy of a Superstar for the sheer inventiveness and originality of its design. Of course, the tech-heads amongst you will immediately moan that the game hardly pushes the capabilities of the Amiga, but that's not the point. *BC Kid* doesn't have to push back the boundaries of computing as it's already damn near perfect as it is. Any superficial tinkering, such as introducing parallax scrolling or extra colours would only serve to distract from the already brilliant gameplay.

As it stands, the graphics in *BC Kid* are fun and very detailed. The level of animation is superb with the Kid's many facial expressions and bodily contortions adding massively to the game's humour. The sound, too, deserves special mention. There are several in-game tunes to choose from and each one is so catchy you'll find yourself humming them constantly. But you'll be able to find all this out for yourself as there is a *BC Kid* demo attached to this very issue. Are we good to you or what?!

Comparisons will obviously be made to Core's prehistoric platformer, *Chuck Rock*, which was released last year. Whereas the star of *BC Kid* head-butts his opponents, Chuck used his belly to bump the nasties off the screen. Another note of similarity is in the incidental humour and amazing facial contortions of all the on-screen characters as well as the lush graphics, fine in-game tunes and special effects. It's also possibly true that if you enjoyed *Chuck* then you'll get a kick out of *BC Kid* – but Ubisoft's offering is definitely the superior game, thanks to the ingenious game design which always offers something new for each stage.

What all this amounts to is one of the most enjoyable platform romps I've played in a long, long time. Forget the likes of *Fire and Ice*, *The Addams Family* or *Parasol Stars* – if you're into platform games, then this is the essential purchase to make. You won't be disappointed.

buyers guide

release date	December 1992
genre:	Platform
team:	Hudson Soft
controls:	joystick
numbers of disks:	1
number of players:	1
hard disk installable:	No
memory:	512k

UBISOFT £25.99

" Prehistoric platform game with laughs aplenty "

GRAPHICS	90%
SOUND	91%
LASTABILITY	78%
PLAYABILITY	95%

OVERALL 93%





JOE & MAC
CAVEMAN NINJA

As with any decent platform game there's always an end-of-level guardian to face. *Joe and Mac* is no different.

Is it true? Could the Amiga be beating the SNES at its own game? Tony Dillon goes in search of the truth.

BETTER BY FAR

Joe And Mac Caveman Ninja might seem like a bit of a lengthy handle to most people. There is a reason. In Japan, the coin-op is simply called *Joe And Mac*, and the US market takes the rest of the title. Elite have bought up the rights, and so to keep global happiness they've stuck it all together. After successfully piecing together the SNES conversion, winning 4/5 on TV's Bad Influence, they've stuck it on the Amiga. What's more, they're even claiming that it's better than the console version! Only having seen the console version in demo form, I can't really comment on that.

The story tells of two cavemen with a fairly idyllic lifestyle. Plenty of food, plenty of hunting, and more than enough cavegirls to entertain them. All is well until a rampaging horde take the village by surprise one day whilst our heroes are out on one of their regular hunts. When they return, they discover that their female companions have been kidnapped. Do they turn celibrate? Do they heck. This is where you come in.

If You Can't Beat 'Em *Caveman Ninja* is a game designed to run on a console. The main controls feature a button to fire and a button to jump. Obviously you can't do this on an Amiga without resorting to the keyboard, so what Elite have done have made the game compatible with the SEGA joypad.

ROAD TO RUIN

The enemy have covered a lot of ground – 15 levels in fact, and you have to travel through them in search of your late night company. Starting off in your average prehistoric forest, you work your way through volcanos, mountains, waterfalls, ice caverns and some violent thunderstorms all the while fighting the best your enemy can throw at you, as well as all the natural hazards posed by the wildlife, such as aerial attacks from hungry pterodactyls or the teeth pickings of a tyrannosaurus rex. One of the nice things about the way the game is laid out is that you don't need to follow the same route twice. Half a dozen times through the game you'll be asked whether you want to follow the A or B path. This way, even if you get to the end, there's no guarantee that you've seen everything the game has to offer.

In one player mode, it's a good game. As Joe, you have to wander from left to right, occasionally moving up and down, killing everything you can and collecting all the bonuses that appear. Along with all the typical objects such as fruit for extra energy and bonus points, there are stacks of weapons to collect including boomerangs, fire, a wheel (!?!) and the mystical self weapon, a strange tool that involves you throwing likenesses of yourself at the enemy to confuse them. Naturally, at the end of each level, you have to face a massive guardian which usually takes hundreds of hits in the right places before they fall down. My favourite is the Mammoth that gradually falls apart as you hit it, losing its trunk, and then its tusks before crashing to the ground.



Watch ou t for the pterodactyls! They tend to swoop down at the most inopportune moments. Like when you're in mid-leap across a chasm.

THROWING A FRIEND

In two player mode, the game takes on a different twist. Although Joe and Mac are the best of buddies, they don't believe in sharing women, so the person who does the most destruction on a level is the one to win the girl. With that in mind, things take on a more competitive angle, as well as introducing a new move. A character can stand on another character to gain height while attacking, and while they are stood there, pulling down makes them grab their human stepladder and pick them up. This done, they can then throw their burden at the enemy, to use them as a distraction and a weapon. Once someone has done this to you, the obvious reaction is to do it back, so you spend hours trying to leap on each other's shoulders, and forget about everything else.

Joe And Mac Caveman Ninja is a lot of fun to play. Not as complete or polished as *Zool*, but still a great platform game. Controls are responsive, the graphics are good and the sampled sound is excellent, but I couldn't help feeling that in these times of epic Amiga games, this one is just a little too limited. If you liked the arcade version, though, you'll probably love this.

buyers guide

release date	November
genre:	Platform
team:	In House
controls:	Joystick/joypad
numbers of disks:	2
number of players:	2
hard disk installable:	No
memory:	Any machine

ELITE £25.99

“Entertaining arcade romp with some nice touches”

GRAPHICS	81%
SOUND	75%
LASTABILITY	75%
PLAYABILITY	79%

OVERALL 78%

EDUCATION WAS NEVER THIS MUCH FUN

Noddy's Playtime is a graded creativity and entertainment package for home computers based on solid educational principles for 3-7 year olds.

Drive with Noddy in his car and explore the magic of Toytown, visiting the 8 special learning locations.

- Railway Station - memory game
- N&B Works - observation game
- Chimney House - musical fun
- Noahs Ark - jigsaw puzzle
- Farm Yard - animal matching
- Market Place - letter recognition
- Post Office - counting
- Police Station - maze game

Also included is a junior Art Package which develops your childs creative ability.

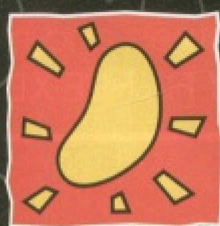
- Picture Colouring.
- Electronic 'fuzzy felts'.
- Freehand drawing with pens and spraycans.
- 50 pre defined fill patterns.
- One finger on, one finger off mouse control for tiny hands.

Noddy's Playtime features user friendly icons so that even the youngest family member can learn and have fun.

There is a choice of 3 carefully defined learning levels designed in consultation with teachers. Noddy's Playtime also includes FREE: Toytown map, keyboard overlay and wobbler. A comprehensive manual and parent teacher guide will enable you to bring your childs imagination to life.

Amiga Format
Amiga A500 and above

Available from the end of November at major stockists.



THE JUMPING BEAN CO.

Leen Gate Lenton Nottingham NG7 2LX
Tel 0602 792838 Fax 0602 780963

NODDY'S PLAYTIME



IBM PC screen shots





SPOILS OF WAR

Tabletop wargaming is a genre that has been emulated time and time again in computer games, and it doesn't seem to be too hard to get them right, providing you have a decent game system. *Spoils Of War* is an attempt at a true tabletop game, and what a great attempt.

The aim is to search a new found landscape, finding islands and colonising them before any of the three other possible opponents do. Success guarantees you a position at the King's side.

You don't actually do any of the hard work yourself. You need explorers to do the dirty work, and these are divided into four categories, from Governor (good in towns and at controlling people) to Commanders, used to lead your strikes across land and sea. You begin the game with little money, and have to build your armies from scratch.

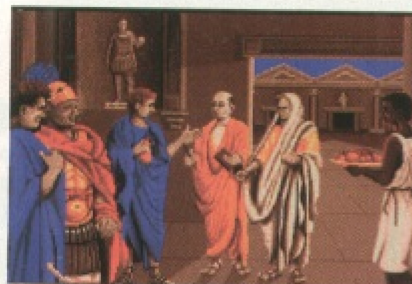
Spoils Of War is played out over a series of game turns, like any other wargame. What's new is the dauntingly high level of strategy involved. You run everything in this game, from ground level taxes on up, and getting things running smoothly is a challenge in itself.

Clicking on icons opens up submenus, giving you the chance to do almost anything, from hiring some colonists to building a boat. A scrolling map window gives you a view onto the world, and is also where most commands are issued.

Where the game really stands out is in close-up battle. The high level of intelligence shown by computer opponents gives their moves a calculated feel, rather than seeming merely random. Depending on how you fight each battle, it's possible to take on a huge army with a small bunch of soldiers and win, provided you find a weakness and exploit it.

I'm a fan of the genre, so I liked *Spoils of War* a lot. However, I doubt if non-wargamers will get much enjoyment out of it, as there is very little to appeal to them. One for purists only, I'm afraid. Tony Dillon.

Internecine
£29.99
82%



CAESAR

It's the first century BC and you get to play the part of an ambitious brown-nosing public figure eager to grease up to Caesar Augustus, the current Emperor of the Holy Roman Empire. Your main aim is to run your alloted province as efficiently as possible and thus gain Caesar's favour.

In effect, this means building and maintaining the essential infrastructure of the country, such as housing, the water-supply and transport links. Whilst creating and developing your part of the Empire, you are constantly under threat from tribes of barbarians who will attack the city to take advantage of its resources. So building up your city's defenses should also be high on your list of priorities.

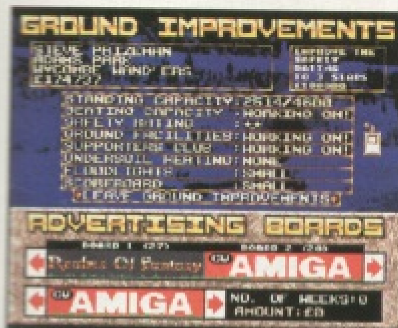
As you can see, *Caesar* offers a good mix of gaming skills. Be careful, though, as if you expect too much from your people and drive them too hard, they'll rebel and oust you from your favoured position of power. To keep them happy, you have to ensure that your province is well defended, prosperous, and law abiding. And believe me, that's a tough task.

If you govern the province successfully your game rating will increase and Imperial favours will dished out. Progression and promotion involves being placed in charge of a new, and more complicated, province. The overall objective is to gain enough success to overthrow Caesar and become Emperor yourself.

Caesar holds its own when compared to other god-type games. The graphics are extremely detailed, even down to little members of the public roaming the streets. The sound effects and music are very atmospheric and the point'n'click control system is easy to use with little need to consult the manual.

Avid god-sim players will find *Caesar* a welcome addition to their collection. The depth of gameplay and sheer number of possibilities offer a great challenge whilst it's also tremendous fun. New players eager to experience a god-sim for the first time, could well find *Caesar* to their liking. It's certainly no *Sim City* or *Populous 2*, but it does have a certain historic appeal. Stephen Kelly.

Impressions
£25.99
79%



PREMIER MANAGER

Premier Manager adds little that is new to the football management genre, other than updating the league structure. Ground improvement, scouting for talented players and organising transfers, selecting a squad which maximises players' skills and the playing style that suits them best, and juggling the income and expenditure figures upon which a wary eye must be kept – all are present here. Training and physiotherapy are also available to keep your lads in peak condition.

Up to four players can simultaneously manage teams, all starting their careers in the Conference League. Success will bring offers of contracts from Third Division teams, possibly heralding a meteoric rise to the top of the Premier League itself. Failure could lead to you being sacked and a desperate search for some part-timers who'll give you a chance ('Accrington Stanley? Who are they?').

The players' and managers' names listed for each team are correct for the start of the 1992/93 season and each player is allocated a rating for his skills in shooting, tackling and passing. Further realism appears in the form of a safety rating for club grounds, generally requiring improvement following the recommendations of the Taylor Report. If you want to expand your ground's crowd capacity, for example, existing terracing needs to be converted to seating. Upgrading costs money, and one valuable source of revenue is to sell advertising space on the 48 hoardings surrounding your pitch. A variety of well-known companies and magazines will stump up plenty of cash so that you'll display their logos. CU Amiga's name makes an appearance, as do those of publications more in need of the exposure.

Premier Manager is very well presented and easy to use, although, by its nature, it's not particularly exciting. This will almost certainly appeal to fans of the genre, but will leave most other gamesplayers cold. Steve Prizeman.

GREMLIN
£25.99
70%



RAMPART

'Damned hard pounding this,' the Duke of Wellington reportedly said during the battle of Waterloo, 'Let us see who can pound the hardest.' This is the essence of *Rampart*. Superficially set in an earlier medievalesque era, it is accurately billed as a game of strategy and survival. With a single player pitted against a computer controlled invasion armada, or two players fighting each other (and a computer controlled invasion armada, just for good measure) the aim remains the same: surround your castle with walls and blast your enemy's fortifications with cannons.

Both the concept and the gameplay are simple and straightforward – but very hard to do well. The shelling from the oncoming fleet, and the hammering opposing players give each other, raze walls to the ground with frightening speed – and speed is a vital factor in *Rampart*. After each artillery exchange a ceasefire is announced, and this is when things get difficult. With only 20 seconds at your disposal you manipulate oddly shaped building blocks in order to repair your walls and expand your territory. Your castle has to be encircled by walls if your cannons are to fire, and rest assured that if you don't bash your enemies quickly, they'll flatten you.

Inflicting damage, repairing your walls, and annexing more land with new walls gains you points – and what do points mean? Well, in this game they mean more cannons, if you've added a new castle to your growing, but troubled, empire. Failure to surround the castle means instant defeat and, in the two player game, a quick trip to the guillotine.

The graphics are nothing to write home about, with a three-dimensional bird's eye view of the battlefield during combat turning into a similar, but two-dimensional map for the brick-laying phase. An endearing tune plays through much of the game (Cloppa Castle meets Trumpton!), and commands to fire and cease fire may be heard, in addition to the sounds of combat and occasional cheers. Enjoyable but lacking variety. Steve Prizeman

DOMARK
£25.99
61%

VIDI AMIGA 12

Replacing the famous Complete Colour Solution, this new package from ROMBO is even better

The ultimate low cost colour digitiser. No filters or RGB splitter required. Colour images can be captured in less than a second, mono images are grabbed in real time. Fully compatible with any video source.

Includes multitasking software, cut & paste with masking, multiframe store with animated playback, composite or s-video input, 4096 HAM support & many more advanced features

only £77.99 or £99.99 with built in MEGA MIX MASTER!!

TAKE 2 only £39.99

This is latest animation package for the Amiga from Rombo. Features include load and save from D. Paint animations and IFF files. Supports HAM graphics.

MEGAMIX MASTER

This is a low cost 8 bit, high spec. sampler that plugs into your printer port. Special effects include echo that can be added in real time, fully multitasking and easy to use.

only £29.99

We recommend all ROMBO products

PRIMA ROM SHARERS

Because some older software will not run on Kickstart 2 First Computers launched the PRIMA (as supplied to Phoenix) ROM sharer. This high quality ROM sharer features a flexible ribbon connection so that it can be positioned anywhere within your A500 Plus or A600. Full 2 year replacement warranty

now only £19.99 or £27.99 for keyboard switchable version

GVP HARD DRIVES & ACCELERATORS

AMIGA A500 HARD DRIVES

GVP Series II HD8+ 42Mb....only £289.99
GVP Series II HD8+ 80Mb....only £379.99
GVP Series II HD8+ 120Mb....only £419.99
GVP Series II HD8+ 240Mb....only £669.99

A500 GVP Combo's

A530 Combo 40MHz/52Mb HD....only £649.99
A530 Combo 40MHz/120Mb HD....only £759.99
A530 Combo 40MHz/240Mb HD....only £989.99
68882 Co-Processor Kit for A530....only £209.99

GVP memory RAM

8mb RAM card AMIGA 1500/2000 with 2mb....only £149.99
32 bit 60ns 1Mb SIMM for Accelerator....only £64.99
32 bit 60ns 4Mb SIMM for Accelerator....only £179.99

1500/2000 Hard Drives

Impact Series II HC8+ Control card....only £124.99
Impact Series II HC8+ with 52Mb HD....only £269.99
Impact Series II HC8+ with 120Mb HD....only £409.99
Impact Series II HC8+ with 240Mb HD....only £639.99
Impact Series II HC8+ with 420Mb HD....only £1039.99

1500/2000 G-FORCE ACCELERATORS

G-Force 030-25MHz with 1Mb 32 bit RAM.only £549.99
G-Force 030-40MHz with 4Mb 32 bit RAM.only £789.99
G-Force 030-50MHz with 4Mb 32 bit RAM....only £1109.99
G-Force 040-28MHz with 2Mb 32 bit RAM for A3000 only £1499.99

Syquest 88Mb + Cartridge & HC8+ only £559.99

All GVP products come with a full 2 year warranty

ROCTEC ROCHARD DRIVES

ROCTEC A500 CONTROLLER CARD

Very similar in style to the GVP HD8+ but unpopulated and without a hard drive so you can fit your own. Please specify IDE or SCSSI Expands to 8Mb of RAM using SIMMS

only £164.99

ROCTEC 40Mb.......£269.99
ROCTEC 60Mb.......£304.99
ROCTEC 80Mb.....£339.99
ROCTEC 120Mb...£374.99

POWER SCANNER

With the latest version 2 software for bright & sharp grey scale performance. Flexible scanned image display manipulation options, plusClean up, embolden, resize & flip.

only £94.99 on demo

Colour version only £229.99

EPSON GS6000 COLOUR FLATBED only £799.99 phone for details & demo

MICE & TRACKERBALLS

NAKSHA MOUSE only £24.99
with Operation Stealth, mouse mat, holder and 2 year warranty. 290 DPI.

Golden Image Mega Mouse
Fully micro-switched.
only £12.99

GENIOUS Happy mouse inc mouse mat. Same quality as the Naksha mouse.
only £19.99

GOLDEN IMAGE Brush mouse with Deluxe paint 3
New concept in mice. Held in a similar way to a pen
only £24.99

Golden Image optical mouse........£29.99
Zydec Trackerball........£29.99
Golden Image Crystal Trackball...£36.99

DISK DRIVES

Roclite 3.5"........only £64.99
super slim Roclite. Best review for disk drives in Amiga Format. Now with built in virus checker and anti click device!!

Cumana 3.5"....only £57.99
1 meg external drive. The best name in disc drives now at a great price.

Prima Addup 3.5"
New slim line high quality drive at a low cost. recommended
only £49.99

OPALVISION

24 bit graphics card & video system for the 1500 2000/3000/4000. Includes software bundle

only £679.99

GENLOCKS

Rocgen Plus
Includes dual control for overlay and keyhole effects, extra RGB pass thru
only £119.99

ROCGEN ROCKEY

For creating special effects in video production with genlocks

only £269.99

EMULATORS

KCS Power board.........£184.99
Regarded as one of the best emulators on the market.
1500/2000 adaptor..£59.99
MS-DOS 4 or 5..£POA
KCS Power board for A600.......£209.99
Vortex Golden Gate 386..£439.99
This is a PC 386-25SX Bridgeboard running at 25 MHz
Vortex Golden Gate 486..£439.99
This is a PC 486-25SX Bridgeboard running at 25 MHz
Vortex ATOnce+ 286.........£214.99
286 emulator now with 16Mhz clock speed.

ACCELERATORS

VXL30 25Mhz..................£229.99
VXL30 40 Mhz..................£349.99
68881 Co pro for above......£79.99
1 68882 Co pro for above......£119.99
32 bit 2 Mb ram for above...£189.99
32 bit 8 Mb RAM for above.£399.99

SUPRA RAM

Simply the best! Fits onto the side expansion port Auto configures with no software patching.

When 256*4 ZIPS are used, the Supra RAM can only be populated up to 2 Mb without replacing with 1 Mb by 4 ZIPS.

8Mb pop to 1Mb..........£89.99
8Mb pop to 2 Mb (256*4zips)....£114.99
8Mb pop to 2 Mb (1Mb*4 zips)...£139.99
8Mb pop to 4 Mb....£194.99
8Mb pop to 8 Mb.......£299.99
8Mb pop to 2 Mb for 2000/1500 range.................£149.99

512K RAM.only £22.99

Top quality Reflex RAM expansions for the A500 complete with battery backed clock and on/off switch.

PRIMA A500 PLUS & A600 RAM

Built for First Computers & supplied to Phoenix, these high quality modules will take your A500+ or the new A600 (inc built in clock) up to 2 Mb of chip RAM without invalidating your warranty

	A500P	A600
Unpopulated......................only	£16.99	£23.99
Populated to 512K........only	£26.99	£32.99
Populated to 1 Mb.......only	£33.99	£39.99

2 Mb A600 PCM CIA RAM card..£134.99
4 Mb A600 PCM CIA RAM card..£204.99

DRAM & CUSTOM CHIPS

1mb by 8/9 SIMMS (3 chip)..£28.99 per Mb
4 Mb by 9 Simms..............£114.99 per 4 Mb
1 Mb by 4 DRAMS..............£42.99 per 1 Mb
1 Mb by 4 ZIPS..............only £39.99 per Mb
256 by 4 DRAM (DILs) ideal for A590 and others
4+ (512K)..............................now only £3.49
8+ (1Mb)..............................now only £3.29
16+ (2Mb)..............................now only £3.09
Kickstart 1.3..............................£24.99
Kickstart 2.04..............................£35.99
Fatter Agnes 8372A..............................£32.99
Super Denise..............................£23.99
6571-0326 Keyboard controller..............£9.99
CIA 8520A I/O controller..............£8.99

ACCESSORIES

Tecno-Plus Midi Interface with midi in/out/thru, and 2 switchable midi out/thru sockets, cables & Music X Junior!!..............only £39.99
Mouse/joystick port switcher..............only £13.99
Computer Video Scart Switch..............only £19.99
2 way Parallel port sharer box inc cable.only £17.99
Amiga Sound Enhancer Plus by Omega Projects. Hear the Amiga's sound like you've never heard it before!..........only £36.99
PRINTERFACE (ADDITIONAL PRINTER PORT FOR THE 1500/2000/3000)..............£35.99
QUALITY MOUSE MATS..............£3.99
25 CAPACITY DISK BOX..............£2.99
40 CAP LOCKABLE DISK BOX..............£4.99
100 CAP LOCKABLE DISK BOX..............£6.99
*90 CAP STACKABLE BANX BOX..............£8.99
*150 CAP STACKABLE POSSO BOX........£16.99
*add £3.00 delivery if purchasing just one Posso or Banx box. Free delivery when purchased with other product or when buying 2 or more.
AMIGA A500 DUST COVER..............£3.99
AMIGA 600 COVER..............£2.99
14" MONITOR DUSTCOVER..............£6.99
12" MONITOR DUSTCOVER..............£5.99
AMIGA TO SCART CABLES..............£9.99
STD 1.8 METRE AMIGA PRINTER LEAD....£4.99
MODEM AND NULL MODEM CABLES......£9.99
2 WAY Parallel port sharer..............£17.99

DISKS

All 3.5" disks are GUARANTEED FOR A LIFETIME & are CERTIFIED 100% ERROR FREE. Our DS/DD disks are high quality magnetic media & are extensively used by duplicating houses

QTY	3.5" Bulk	OR SONY BRANDED
10	£4.99	£6.99
30	£14.29	£17.99
50	£21.99	£28.99
100	£39.99	£54.99
200	£72.99	£99.99
500	£169.99	£POA
1000	£339.99	£POA

Sony Branded come complete with labels
Disk Labels..500....now only £6.99
Disk Labels..1000....now only £9.99

SOFTWARE

WORD PROCESSING/DTP

FINAL COPY UK version 2!!.....only £65.99
From the writers of PenPal. Features include built in outline fonts for top quality output, full graphics import capability (IFF and HAM), UK thesaurus, spelling checker & detector, insert date, time, & page number, scale graphics to any size, crop graphics, multiple columns layout, magnified & reduced page view & much more.

New! KINDWORDS V3...only £36.99
Very similar to Wordworth & nothing to do with the terrible Kindwords 2. Produced by Digita & recommended.

PENPAL 1.4..........................only £39.99
Best selling feature packed word publisher with database.

PAGESTREAM 2.2..................only £126.99
Powerful DTP package that we recommend and use.

Hot Links..............................£48.99
Pagesetter 2 DTP..............................£39.99
Pro Page professional V3 DTP...now £99.99
Protext 4.3 W/P..............now only £39.99
Protext 5.5 W/P..............now only £69.99
WORDWORTH 2 word publisher.....£72.99
now with 17 compugraphic fonts & 1 colour font & more

VIDEO AND GRAPHICS

DIGI-VIEW GOLD MEDIA SYSTEM
Complete graphics presentation package. Complete with Digi-View Gold, Digi-Paint 3 & Elan Performer
now only £119.99

37 Compugraphic fonts Vol 1 or 2 by GT.....only £9.99
Amiga Vision..............now only £19.99
Ani Magic..............£67.99
Art Department Pro 2.1..............only £129.99
Big Alternative Scroller..............£74.99
Can Do..............£59.99
Deluxe Paint 2..............now only £4.99
Deluxe Paint 3..............now only £12.99
Deluxe Paint 4..............now only £57.99
Director V2..............£59.99
EXPERT DRAW..............only £49.99
EXPERT 4D JR..............only £37.99
Flexidump printer utility..............£31.99
Image Master..............£124.99
Imagine V2..............£169.99
Make Path for Vista..............£28.99
Morph Plus..............£149.99
Pix Mate..............£32.99
Pro Draw 3..............£49.99
Pro Video Plus..............£84.99
Real 3D..............£229.99
Scala 500..............£75.99
TURBO PRINT..............£39.99
TV Text Pro..............£69.99
Vista..............£19.99
Vista Pro 2 (2 Mb required)..............£62.99

MUSIC/SOUND

Aegis Sonix..............£39.99
Audio Master version 4..............£43.99
Audio Engineer Plus V2..............£159.99
Bars & Pipes..............£164.99
Broadcast Titler 2..............only £164.99
Deluxe Music Costruction Set..............£49.99
Music X JUNIOR..............only £12.99
RRP £49.99 midi music package
Sequencer One..............£49.99

PROGRAMMING

Amiga Logo programming for kids.........£19.99
Amos Creator..............£34.99
Amos Compiler..............£21.99
Amos 3D..............£25.99
Amos Professional..............£47.99
DEVPAC 3..............£50.99
Easy AMOS..............£24.99
GFA BASIC 3.5 Interpretor..............only £19.99
GFA Basic Compiler..............£POA
Lattice C SAS Version 6..............£205.99

UTILITIES

AMI-BACK Backup utility..............£30.99

AMIGA RELEASE 2 UPGRADE KIT
Complete with: Kickstart 2.04 CHIP, Workbench 2.04, Install, Fonts & Extras disks full manual set
now only £77.99

NEW Cross Dos V5..............£25.99
Opus Directory..............£26.99
QUARTERBACK V5.......now only £32.99
Latest version of this Fast & Famous hard disk backup utility.
Quarterback Tools..............now only £37.99
Xcopy Pro inc. hardware..............£33.99

BUSINESS

Home Accounts 2..............£37.99
INTERSPREAD..............only £24.99
Mini Office..............£42.99
Superbase Personal..............£19.99
PLATINUM WORKS....only £39.99!!
Excellent integrated business/office pack, with powerful 123 comp spreadsheet, word processor & database

MISCELLANEOUS

Distant Suns new version!!..............£39.99
GB Route Plus..............£54.99
World Atlas..............£26.99
GP FAX Software..............£39.99
A Talk comms Software..............£9.99





The opening sequence really sets the scene ofr a great battle. The sampled sounds and high quality graphics promise much.

CAMPAIGN

The smell of diesel, the sound of gunfire, the heat of battle... yes, it's Nick Veitch arriving for work.

WAR, LOGICAL?

The logic of war seems to be that if the belligerent can fight, he'll do it with tanks. Certainly during WWII, from the initial Blitzkrieg to the last stand at Berlin, when something had to be done it was done with heavy armour. Tanks are the backbone of the modern army. At least that's what Empire believe, and who can blame them for adding to their string of reasonably successful tank simulations (*Team Yankee, Pacific Islands*) with yet another.

Campaign bears very little relation to those previous titles though. Although predominantly a tank simulator, the strategy aspect has been developed far beyond just popping into your trusty two-tracked friend and blasting holes in the enemy. The campaign map (which can be anything from the size of Greater London to most of Western Europe) is the focus of attention now. Tanks, ships, aircraft, convoys and factories must all be managed properly to produce a successful outcome to the conflict. Everything is arranged in groups and depicted on the map, with optional unit names if you can't tell your shock force from your light artillery. The issuing of orders is as simple as clicking once on the unit and once on its destination. The computer can take control of any units that you are not particularly bothered about, which means you can leave it to take care of airstrikes and ship-to-shore shellings if you can't be bothered re-designating the targets every half an hour.

CLOSE COMBAT

When opposing forces get too close to each other a close quarters combat ensues. You are given the option to let the computer calculate the outcome, but you'll never win any medals that way and you could suffer a shock defeat. At least if you are controlling the tanks you know who to blame when the dust settles.

A schematic map showing trees, buildings and minefields in the surrounding area is displayed, along with small boxes depicting your tanks. To take direct control of a tank simply click on it and it will turn blue. Then you can go to the 'from the turret viewpoint' and see the terrain as it would appear to the tank commander.

The surrounding terrain is quite well detailed considering the speed at which it animates. The detail level of the ground and of the surface objects can be altered to allow for accelerated machines. This doesn't quite compensate for the speed of an '030 though, and the stealth and tactics of tank battle turns into a dodgem ride with machine guns.

The tank is actually best controlled by the keyboard and a preferences screen allows you to choose whichever keys you like for the specific tasks. Each track on the vehicle is controled individually and, where applicable, the turret is moved left or right independently. Some of the vehicles can also tow the field guns around, but if you are deploying field guns and trucks on the front-line then something is going wrong...

HIT 'EM FROM THE AIR

Air and artillery support can be controlled manually or by the computer and can deliver a devastating blow to a close group of enemy vehicles, although more often than not you can hit your own tanks if engaging at close quarters.

All the vehicles and aircraft in the game have been lovingly researched and are very accurately represented. This not only applies to the polygon redering of the vehicles, but also to their physical capabilities as well; speed, range, armour gun traverse – every important military aspect of the vehicle is taken into consideration. All the information in the 170 page equipment manual finds its way into the game somewhere.

The vehicle types used for the main ground forces include engineer, spotter, infantry, light and heavy artillery units as well as MBTs. Each has a different function – engineers can lay or clear mines, spotters direct artillery fire, etc. All of them, that is, apart from the infantry. The use of infantry is not explored at all in the game which is not only a great omission in terms of historical fact, but can also severely restrict strategic options. No airborne units means no way of securing important objectives ahead of your advancing machines. No infantry means that easily defendable positions such as bridges, mountain roads and cities must be protected by tanks. This doesn't detract from the fun of the game, just from its realism.

The map editing section allows you to create your own battles, down to the rivers, roads and minefields and also allows for a bit of fiddling if you think a campaign is going particularly badly. This boosts the longevity of the game quite considerably, even though there are a lot of sample campaigns included. The computer controlled units show no flair for strategy, but their tactical manoeuvers are quite good and, if provided with decent equipment, can make for a challenging game.

Battlegroup M36 GMC

Front Armour (mm)	53
Side Armour (mm)	22
Rear Armour (mm)	20
Maximum Armour Penetration (mm)	238
Maximum Road Speed (km/h)	48
Maximum X-Country Speed (km/h)	29

These information screens can be accessed at any time. They are especially useful in the heat of battle when you want to know just where the weak points are on the enemy tanks.

buyers guide

release date	Out now
genre:	Strategy
team:	Jonathan Griffiths
controls:	Mouse, joystick
numbers of disks:	3
number of players:	1
hard disk installable:	Yes
memory:	All Machines

EMPIRE £34.99

“An absorbing game, with quite a lot of detail...”

GRAPHICS	82%
SOUND	71%
LASTABILITY	81%
PLAYABILITY	79%

OVERALL 78%

Immerse yourself in

THE LEGEND OF Kyrandia™

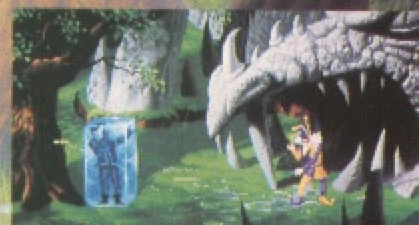
BOOK ONE

the first fantasy adventure in the series

FABLES & FIENDS™

ENTER A LAND WHERE MAGIC IS REAL!









From the creators of EYE OF THE BEHOLDER I & II, comes The Legend of Kyrandia.
A land of dark mysterious forests and sleeping dragons.
A land of glittering rubies and emeralds. A land of breathtaking beauty and secrets to unravel. The land of Kyrandia. Gorgeous scenes and realistic animation draw you into this fantasy adventure.
Elegant point and click control makes it easy to play.
The full orchestrated soundtrack will captivate you.
THE LEGEND OF KYRANDIA AWAITS YOU.















Use the rev counter and listen to the engine noise to tell when it's time to change gear.

The whole horizon tilts as you steer, which looks fantastic when you're speeding around corners.

NO SECOND PRIZE

When we asked him if he wanted something hot and throbbing between his legs, Mark Patterson jumped at the chance. You can imagine his disappointment when he found out it was only a motorbike sim.



MOTORBIKIN'

Living in central London like I do gives you ample opportunity to play such wondrous games as dodge the motorbike dispatch rider, most of whom go around thinking they're at Silverstone and that 70mph is an acceptable speed in a built up area. Naturally, having to check eight-inch gaps between vehicles for on-coming bikes does get a little tedious, breeding a slight contempt for anything on two-wheels with a Japanese name.

Recently my disrespect for these bastions of hand-delivery has waned, with the discovery of this excellent, and extremely challenging motorbike race game. There's none of the leather and, more importantly, none of the danger, which makes this my cup of tea.

As you can guess from the title, *No Second Prize* is a game about winning. There's you, your mean machine, five opponents and 20 tracks. All you have to do is get past the line in first place and one piece.

One surprising feature is that it doesn't use a conventional joystick, instead it requires an analogue device such as a mouse. This is presumably because a normal digital joystick just wouldn't be responsive enough. The left and right buttons are used as brake and accelerator, which is fair enough, but to change gears you need to keep a finger or two poised near the Shift and Alt keys to change up and down. In theory, using the mouse in conjunction with the keyboard in this manner should be easy, but I preferred not to play this way as it felt awkward and detracted from the action. Using the mouse to control the game is very uncomfortable at first, but surprisingly it doesn't require much room as the game responds to the slightest movement. The mouse sensitivity can be adjusted, but I found the default setting fine, with anything above that making the game uncontrollable.

There are a total of 20 tracks set around Europe, although most are in Britain. To begin with they have lots of nice straight bits and easy to handle corners, but as you progress they become far more twisted (in the literal sense) with less opportunity to open the throttle. As if that wasn't enough there are also hazards like bollards and concrete blocks which are placed in inconvenient positions to block off lanes and force errors.



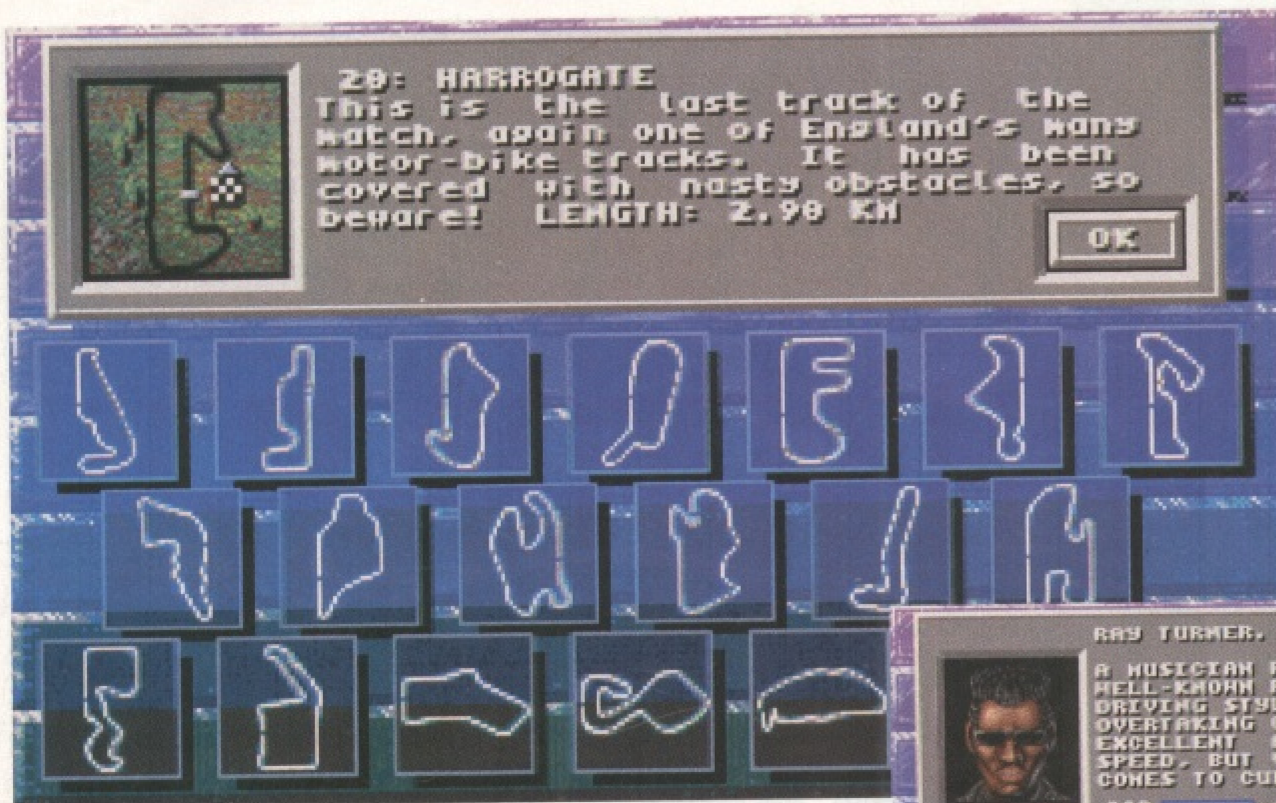
Because each race is six laps long the programmers have included a save-game option. It comes in very handy indeed as one race can last well in excess of eight minutes. All the lap records are stored when you save your positions, so when you've completed each track there's the added attraction of going back to beat your old times. Points are awarded for coming in the first five, and as there are only six riders (including you) it means that the field doesn't separate until mid-way through the season, so only the most disastrous performance warrants re-starting the game after only a few races.

BARRY SHEEN

Accidents do happen, so it's fortunate that you and your bike are a little more resilient than Barry Sheen's legs (am I showing my age?). Obviously smacking into a bridge at 200mph doesn't leave much behind, but simply sliding off into a road-side object or another bike adds to the two damage gauges, and it's when they're full that you'll be forced to retire from the race. There's a practice mode which allows you to ride on any track in the game against one or more riders, and it's well worth making use of this option as you won't stand a chance on the later tracks if you're not familiar with their layout.

The graphics are really something special. Because everything is vector based, there are no problems with the scaling of road-side objects, so they really add to the feeling of speed. To prevent the tracks looking the same there are a variety of grandstands and bridges for you to look at, as well as a helicopter which follows the progress of the race by buzzing over every track. The other bikers look a bit like something from Tron, i.e. not very convincing. But they're often going so fast you don't get to see much of them.

There aren't many displays to distract you from the action. The dashboard consists of a speedome-



ter, revs counter and gear indicator, and a map in the corner of the screen shows the positions of the other riders. You're forewarned about corners by signs which appear a few seconds before the turn. These indicate which direction it goes and how sharp it is, which is handy as some corners can be taken very fast so it pays to know how much you have to slow down.

SKID MARKS

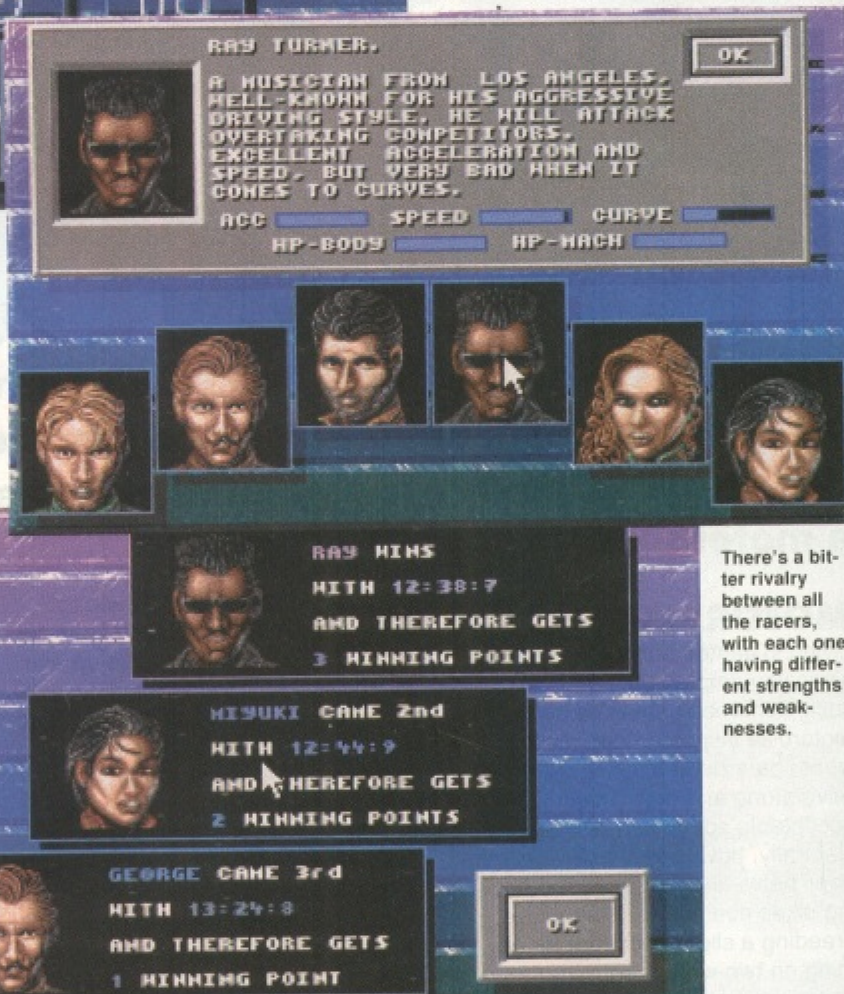
Most of the sound effects are made up from the rumblings of your bike's engine and the occasional screech of tyres when you take a corner too fast. There are also some smart stereo effects when you pass another bike. The way the track moves is fantastic. Whereas the road in most race games just runs left or right, in NSP the whole horizon tilts when you steer, giving an excellent sense of realism.

This is to motorbikes what Microprose's *Formula One Grand Prix* is to motor racing. It has all the essential features, which tend to be speed and realism in this type of game, and there's even a little intro. If I had one little criticism it's that when you hit another bike, or another bike hits you, it's only your bike that spins off the track, which is a bit unfair. That aside the sheer speed of the game means you don't have to be a real-life biker to enjoy it. Without a doubt the best motorbike sim on the Amiga.

ON YER BIKE

There are two types of bike available in *No Second Prize*, one with manual gears the other automatic. Naturally the automatic is easiest to ride as you don't have to worry about bothersome things like revs. The disadvantage from this bike is that it doesn't accelerate as fast as the other, which is a crucial factor as many of the later tracks have many turns which you have to slow down for.

Before you race you have to select your character. There are six to choose from and they, along with their bikes, have different strengths and weaknesses. Although there are many other bikes on the track, it's only the remaining five riders you have to worry about.



There's a bitter rivalry between all the racers, with each one having different strengths and weaknesses.



buyers guide

release date	Out Now
genre:	Bike Sim
controls:	Mouse
numbers of disks:	1
number of players:	1
hard disk installable:	No
memory:	All Machines

THALLION £29.99

“The best motorbike sim on the Amiga”

GRAPHICS	92%
SOUND	86%
LASTABILITY	90%
PLAYABILITY	91%

OVERALL 90%



REACH FOR THE SKIES

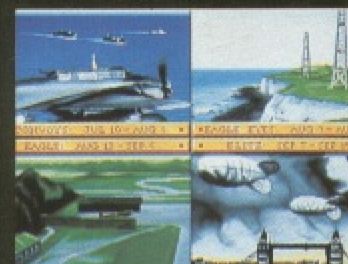












THE BATTLE OF BRITAIN

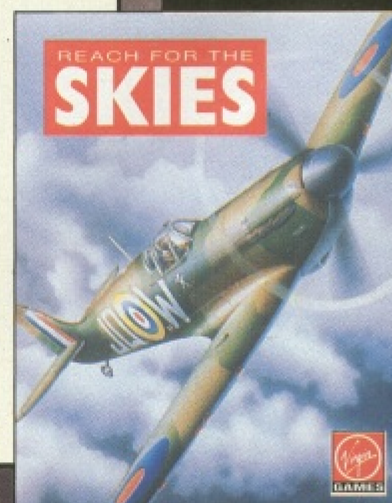
Summer 1940. The future of World War II hangs in the balance. The cream of the German Luftwaffe and the aces of the RAF are locking horns in their most crucial confrontation yet – The Battle of Britain.

Over 50 years on, you have the chance to re-live that famous battle and play the part of a British pilot or a German flying ace. Your performance determines whether the outcome is a repeat of the British victory or an unprecedented German success.

Programmed by the team that brought you "Flight Of The Intruder", the definitive 90's flight sim, Reach For The Skies exploits the same unparalleled technology and reaches new heights of historic realism.

- Re-live the crucial days of the battle as controller, pilot or gunner.
- Includes huge array of in-flight options and controls.
- Choose from eight meticulously recreated aeroplanes – Spitfire, Hurricane, Bf 109, Bf 110, Ju 88, He 111 or Do 117.
- Features record and playback modes – watch and re-watch your favourite dogfights.
- PC version includes multiple sound board support, 256 colour VGA graphics and Gaurad shaded aircraft for extra realism.

Available on PC and 100% compatibles, Atari ST and Amiga.





Virgin Games Ltd.
338 Ladbroke Grove
London W10 5AH


THALION

NO GREATER GLORY



Strategic Simulations Inc. are now well established in their field of game design with previous classics such as *Eye of the Beholder II*. After that recent success they have returned to their usual war game formula with *No Greater Glory*.

The game is an actual re-enactment of the American civil war and you play the part of either Abraham Lincoln or Jefferson Davis. You have to undertake all the strategic, political and economic decisions that will determine the fate of the American people for years to come, and victory is dependent on how well you utilise these skills in relation to the available resources.

The main gameplay consists of a series of turns, with each turn representing a season or four months. These turns are subdivided into phases in which all activities of a given type are conducted and resolved. Summary screens show how you are progressing and mark out the important changes that have been made.

Your first task on starting is to assign a cabinet of five out of a possible 12 politicians. Each member has to be assigned to a cabinet position, such as Secretary of State, Secretary of War, Attorney-General and so on. Each character has his own statistics, including administrative ability, loyalty and which region of the country he is affiliated with.

This is just the beginning. The real struggle is against the computer controlled enemy. During the component game phases the player deals with dissenting states, plans his finances, positions troops and finally observes the result of these actions. In an attempt to gain the support of the public and the various regions of the country you must use all your diplomatic and strategic skills to win.

Quite honestly, I can't see many people wanting to play this game for more than two hours as it lacks any flair or lastability. The graphics are very bland and the game stays completely mute whilst you are playing. A piece of music or even the odd sound effect would have added some character. Everything you see is text and icons and no attempt has been made to add variation to the game system. A two player mode would have been a good idea and would have given the game more depth. I don't think the majority of advanced strategists, let alone the average games player, are going to find this game easy or enjoyable to play. **Stephen Kelly.**

SSI/U.S. GOLD £34.99 **40%**

PALADIN II



'Which way do we go now? It all looks the same to me.' Even Paladins can get lost, especially when the land is as featureless as this.

I doubt if many people have seen the original *Paladin*. As I remember, it was a poor imitation of *Laser Squad*, so you can imagine how my eyes lit up when I saw *Paladin II*. After all, following their poor start, you would think that Omnitrend would have realised where they went wrong. Well, that was my hope.

Sadly that isn't the case. Just to give you a little run down, *Paladin II* is a low-level wargame, where one unit means one man. It's set in a *Bard's Tale* style scenario, with you as the honourable knight battling evil wherever you find it, accompanied by a bunch of useless punching bags. As ever, the game is played in turns, and the computer player always has the advantage. As with legends of old, your Paladin is set a number of quests to complete, which build up in difficulty. The graphics are quite poor with hits being represented by a small skull and a kill by a larger one. The character's ability to do anything is governed by the amount of movement points that he possesses.

I usually really enjoy this sort of game, but this left me cold. It looks naff and sounds awful, but those features are usually never at the heart of a game like this. The thing that this game lacks is any strategic elements. You sort of wander around aimlessly, looking for things to kill. A strategic title with no strategy? Avoid it. **Tony Dillon.**

Impressions £25.99 **48%**

TINY SKWEEKS



Here's a classically simple game for you. Once you've waded your way through a tedious plot about some bad tempered furry children who get lost on Earth, you can indulge in everyone's favourite pastime – a variation on the sliding blocks puzzle.

The game is played out over 101 levels, each with the same aim. Move the small, round furry creatures onto the small circles on the floor before the time runs out. Sounds easy? It is. The only thing that stands in your way is the fact that these children are monumentally stupid, and don't understand how to stop once they start moving. Push them in one of the four primary directions, and they'll keep moving until they hit a wall or another obstacle.

As the game progresses, you get all the standard traps, such as arrows that turn them in another direction, but it's all fairly standard.

On the face of it, this could have become a fairly enjoyable brain teaser. Unfortunately, there is nothing in here that hasn't been done a hundred times before, or a hundred times better. The first 20 – 30 levels offer very little challenge to the experienced gamer, and the rest of the game could be completed in a couple of hours. Don't waste your money. **Tony Dillon.**

Digital Integration £25.99 **51%**

ZYCONIX

When the arcade game *Tetris* was released it was an instant smash, mainly because of the simplicity of the design and the addictiveness of the gameplay. There have been so many copies and PD ripoffs since its original release, most of which have been, at best, no better than the original. No one has attempted to do something different with the game concept, until now.

Zyconix is the name of Accolade Europe's challenger. Where the name comes from, I don't know, but you can instantly see that it has been based loosely around the *Tetris* format, with some extremely welcome changes to the gameplay.

The concept itself is basically the same, but instead of trying to build straight lines with various different shapes, the idea is to make horizontal and diagonal lines with a never ending supply of small square blocks which slowly fall from the top of the playing area. The blocks vary in colour and the lines that the player construct have to be of a matching colour before they disappear.

The player controls a square cursor which has to be placed over a falling block before its position can be altered. By holding the fire button down and moving the joystick, a block can be freely moved and placed into the desired position. Over the various levels, there are all manner of helpful tools and annoying gadgets which can help or hinder your performance. These include mines, transparent blocks, disintegrator bats, spikes and even *Arkanoid* style balls which fly around the screen and destroy all the blocks that get in their path.



There are different levels of play which cater for a wide range of capabilities. The difficulty of the gameplay is represented by four different characters who all have their own game style. They are Louis, Dazza, Spry and Shazza.

Initially, I liked *Zyconix* and was pleased to see a good variant on the *Tetris* theme, but after playing the game for some time things got a bit tedious. The control system can also be extremely annoying as you can unwittingly loose control of a block and end up plonking it right where you didn't want it. I would only really recommend this game to hardcore *Tetris* fans who would welcome a change to the game style, or to puzzle freaks who like to test their mental agility once in a while. **Stephen Kelly.**

Accolade Europe £19.99 **64%**



Phew, what a scorcher! Brandon might get a little hot under the collar if he tries to cross this flaming river without help.



Right: Dressed like an extra from Dune, Brandon waits patiently outside his home for instructions. One of the most effective animations is used here, as a tree branch glides up to him and acts as a lift to the forest floor.

Every scene in *Kyrandia* has been worked to perfection. Another smart little touch is the use of different viewing angles. It all adds to the atmosphere.

THE LEGEND O

What would you do if grandad was a statue and a psychotic jester was killing your forest home? Jonathan Sloan puts on his silly hat and starts juggling.

HEADING OUT WEST

Kyrandia is the first in what Westwood Studio's hope will be a long line of 'Interactive Dramas'. They call this developing series: 'Fables and Fiends'.

The game engine for the series has been developed from the one used in Apple Macs. Which, President Brett Sperry says, is 'probably one of the most intuitive systems I've seen.'

Westwood's seven man creation team, spent over two years on the interface used in *Kyrandia*.

TALKING TO THE TREES

After a hard day's flower picking, the last thing that you want to find is that your grandfather has been turned to stone. However, this is the first of many nasty surprises that young Brandon gets when he returns home to his tree-top abode. The next is that his house can talk and has grave news about a mad jester, called Malcolm (?!), who had it in for Grandpa, and for that matter, the rest of Kyrandia!

Apparently, Brandon is the heir to the throne, orphaned at an early age by one of Malcolm's murderous deeds, and the only one with a chance of stopping this new rampage. A quick visit to a voluptuous priestess later and Brandon's off to find a magical amulet. This trinket is the only magic left in the land capable of stopping the evil player in this piece, who looks and acts like a dangerous cross between The Joker and Mr Claypole from Rentaghost.

WHAT'S IN A NAME?

Despite his wimpy name, Malcolm is a deadly dude. The beautifully animated opening sequence of the game shows him breaking free from his prison (where he's been magically bonded for the last 18 years), and setting off the magical equivalent of one megaton nuclear bombs. Fortunately for Brandon, Malcolm doesn't consider him to be a threat yet, so when he appears it's generally just to taunt Brandon about his lack of dress sense. However, this won't last for long, Malcolm may tire of Brandon or begin to take him seriously. When he does, Brandon's going to be up to his neck in the brown smelly stuff.

STOP MONKEYING AROUND

Kyrandia is a graphic adventure very much in the *Monkey Island 2* vein. Most of the screen is taken up by the action window, below which is a message window, inventory, space for the amulet and the game options icon. You control Brandon using the mouse in a point and click fashion. This interaction is incredibly easy to get used to. All it requires is for you to point to a particular part of the screen, click and Brandon will walk there. If you point to an object that is more than simple background decoration, the pointer shape will change and items can be picked up, information gained, or conversations started. It really is that simple.

This ease, however, belies the usefulness of the system and the depth of gameplay. Games of this character really need this type of control system, as the player will usually have all his work cut out just figuring out how to solve the various problems, never mind trying to get to grips with complex icons. Another excellent feature is the ability to tweak aspects of the system so that some things can be speeded up, including conversations and even Brandon himself. This gets the game moving at a fair old pace, even though our hero tends to look and move like a Thunderbird puppet on amphetamines.

EYE TO EYE WITH THE BEHOLDER

The main screen graphics are a sight to behold, but then what else would you expect from Westwood Studios, the developers that brought you *Eye of the Beholder II*. Attention to detail seems to have been the watchword for those guys. *Kyrandia* breathes detail down to the smallest level. Backgrounds are colourful and add so much to the feel; though it is here that one gripe can be levelled – a little more thought could have been put into the woods as the backgrounds do tend to become a bit repetitive.

The main character animations deserve a mention all to themselves. Brandon moves smoothly through his world, and all the non-player

ssed like
om Dune,
vaits
utside his
nstruc-
of the
tive ani-
used
tree
des up to
cts as a lift
st floor.

he in
has been
perfection.
mart little
he use of
iewing
all adds to
phere.





Brandon's quest is near its end – here he is at the gates to Castle Kyrandia. They don't half look imposing and those gargolyes are giving him a hard stare, perhaps he should knock and wait... nah!





Should Brandon take a peek inside this dark, dank and danger-ous looking cave? Better save the game before setting foot inside.

Left: Brandon returns home to find grandad doing his best impression of a statue. Better keep him indoors and away from the pigeons until Brandon can find a cure.

OF KYRANDIA

er will
t out just
e various
g to get to
nother
ity to
m so that
ed up,
d even
the game
ven
ok and
uppet on

H

are a
hat else
stwood
at brought
Attention
en the
Kyrandia
e smallest
ourful and
ough it is
levelled –
have been
back-
e a bit

ations
emselves.
through
player

characters that he meets, both human or otherwise, have the same quality to their actions.

Magic is a very important aspect of the game and possibly one of the hardest things to visualise. Many developers would have taken the easy option and left it out or had a simple switch from one situation to the next, not Westwood though. Brandon encounters, and has to use, magic at many points in the game, and each time the effects of it are beautifully animated. These even include transformations, when Brandon flawlessly morphs from human to... well, buy the game and solve it yourself!

STUCK FOR CLUES

The puzzles in *Kyrandia* aren't too hard to solve. Some can be figured out very quickly indeed, others will take a while longer, but on the whole they are all quite logical. The solutions, when they do come, will have you saying 'Of course', as opposed to 'How the hell was I supposed to figure that one out?' (or some other polite curse for the programmers).

Conversations play an important part of the puzzle solving, with non-player characters setting tasks and offering all sorts of tips to our intrepid hero. The speed of text on screen can be increased, which is a boon because the conversations are not really interactive with Brandon himself providing the responses, not the player. Also, once started, conversations have to run their course, which can be a tad frustrating if you have already had the same one not five minutes before.

Fortunately, these conversations are laced with humour, especially when Malcolm shows up to taunt Brandon. This touch helps give all the characters a certain amount of depth. For instance, Brandon will encounter a pet dragon later in the game which has given up eating knights due to the fact that it found them all sweat and muscle and too difficult to peel!

DIE LAUGHING

The humour can be very sharp at times, as unusually for the latest generations of this genre, the hero can die in a number of intriguing ways. If you compare *Kyrandia* to the other recent graphic adventure, *Curse of Enchantia*, you'll see what I mean. In *Kyrandia*, if a situation looks dangerous and possibly deadly, it usually is. This means that frequent saves are necessary to preserve Brandon's wellbeing. However, if you want to try his luck then I suggest that you do, if nothing else he dies in a variety of amusing ways.

TOUGH COMPETITION

When you think that it's competing against the likes of *Monkey Island 2* and the soon-to-be-released *Indy IV*, *Kyrandia* certainly has a lot to live up to. The graphics match up fairly well, as does the sound. The puzzles in *Monkey Island* tend to be slightly harder and therefore add to its longevity; *Kyrandia* can probably be solved in less time. The playing area is immense though and will take some time to explore fully; given Brandon's ability to only carry 10 objects, it is advisable to find locations to stash goodies that will be needed later.

Unfortunately, *Kyrandia* comes on NINE disks and is NOT hard disk installable. Whilst it's true that *Monkey Island 2* came on 11 disks, you at least had the option to put it onto a hard disk – not so with *Kyrandia*. This seriously detracts from an otherwise very enjoyable game; let's face it, your poor old floppy drive is going to take some hammering playing this one. Why isn't is hard disk installable?. There is one hell of a lot of disk swapping involved, which is going to have you suffering from swapper's wrist in no time at all.

Apart from this moan, *Kyrandia* has a lot going for it. It's certainly worth checking out.



buyers guide

release date	November
genre:	Graphic adventure
team:	Westwood Studios
controls:	Mouse
numbers of disks:	9
number of players:	1
hard disk installabe:	NO
memory:	1Mb

VIRGIN £30.99

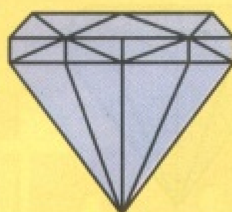
'One of the best adventures for some time.'

GRAPHICS	92%
SOUND	89%
LASTABILITY	88%
PLAYABILITY	84%

OVERALL 85%

DON'T MISS AMAZING NEW BROCHURE FEATURING ALL THE VERY LATEST IN AMIGA AVAILABLE AT ALL STORES NOW

WANT A 1500 With Workbench 3?
GOT A 500
SWAP IT FOR ONLY £299.95
ALL PRICES INCLUDE VAT



BARGAIN OF THE MONTH!
NEW Rochard 80Mb Drive for Amiga 500 expandable to 8Mb RAM now only an incredible £299 inc VAT

NOW OPEN IN SLOUGH : 0628 604555 :

THE CAPTAIN'S 1200, 3000 & 4000 CENTRE

MAIL ORDER HOTLINE: PHONE 071 580 4259

NEW AMIGA 1200

68020 processor running at 14.19MHz. 2Mb RAM expandable to 4Mb, an amazing, 16 million colours, AA chipset, Built in TV modulator. 512K Operating system, 32-bit CPU slot, 880K 3.5" floppy drive, 4 sound voices
The machine you have been waiting for. £399.99

Diamond Comment: We feel the new Amiga 1200 is the most exciting development to come out of Commodore in recent times. For only £100 more this machine leaves the 600 standing for power & performance. If you have a 600 & you would like to improve your stature, why not check out our great part exchange offers.

THE NEW AMIGA 3000

25MHz processor, 100 Mb hard disk, 2Mb Fast RAM, 2Mb Chip RAM. **£1699.00 INC VAT**

THE NEW AMIGA 4000

68040 Amiga DSOS 3, 6Mb RAM, 120Mb Hard Disk **£2349.00 INC VAT**

GRAPHICS & VIDEO

New ICD Flicker fixer	£209
GVP Impact Vision 24 Bit Card (!500/2000/3000) from	£1550
DCTV (Pal Version)	£440.00
Rocgen	£89.95
Rocgen +	£124.95
Rendale 8802	£119.95
Rendale 8806 RGB	£499.00
Commodore 2300 Int	£99.00
G2	£575.00
G2+	£999.00
Video Pilot V330	£999.00
Philips Editing System	£399.00

DISK DRIVES

AMIGA Internal	£59.95
CDTV drive	£74.95
Roclite Slimline no click & Virus protection on track 0.	£69.95

GVP HARD DRIVES / ACCELERATORS

AMIGA 1500 / 2000 HARD DRIVE

Impact Series II HC8+ Control Card only	£134.99
GVP HC8 + 42Mb Quantum for 2000	£259.95
GVP HC8 + 80Mb Quantum for 2000	£339.95
Impact Series II HC8+ & 240Mb Hard drive	£639.99
Impact Series II HC8+ & 420Mb Hard drive	£1169.99

AMIGA 1500 / 2000 ACCELERATOR CARDS

G-Force 030-25MHz with 1Mb 32-Bit RAM	£549.99
G-Force 030-40MHz with 4Mb 32-Bit RAM	£899.99
G-Force 030-50MHz with 4Mb 32-Bit RAM	£1269.99
G-Force 040-28MHz with 2Mb 32-Bit RAM	£1699.99

FLOPTICAL DRIVE £549.90 (21Mb disk £57.80)

AMIGA A500 HARD DRIVES

GVP HD8 + 42Mb Quantum	£279.95
GVP HD8 + 80Mb Quantum	£369.95

GVP COMBO ACCELERATOR FOR A500

GVP A530 + 80Mb Quantum	£659.95
A530 Combo 40Mhz + 120Mb H/D	£749.95
A530 Combo 40Mhz + 200Mb H/D	£999.00
68882 Co-Processor for A530	£234.99

GVP MEMORY RAM MODULES

Series II RAM 8 RAM Card for Amiga 1500/200 with 2Mb	£149.99
32 bit 60ns 1Mb SIMM for Accelerator Cards (A530 + G FORCE)	£64.99
32 bit 60ns 4Mb SIMM (A530 + G FORCE)	£179.99

COMPONENT SHOP

QUANTUM H/DISKS	IDE	SCSI
42Mb	£139.83	£149.96
127Mb	£267.33	£269.00
240Mb	£429.96	£429.96

New floptical Drive £549.90. 21Mb disk £57.80

SYQUEST DRIVE
Removeable cart. 44Mb 28ms £299.00
CONTROLLER for above add £69.96

ROM Switcher Now Available

1.3 - 2.04 ROM Switcher	£9.96
1.3 ROM available @	£29.96
2.04 ROM available @	£39.96

* PX Offer on page 1. Must be in good working condition with 1Mb RAM. Judgement of condition subject to managers discretion

CAPTAIN'S CHIP SHOP

4X256KDRAMS
For A590'S etc £3.50
1X1MB DRAMS For 8up/Supra £3.50
1x9MbSIMMS
For NEXUS/GVP/Rochard £34.99
4x9Mb SIMMS For GVP etc £159.96

AVIDEO 24

24-bit graphics for the A500. 768x580 quality resolution. 16.8million colour frame buffer. Small easy to fit circuit board. Fully genlockable. Runs on standard A50 (1Mb chip RAM). With 24-bit paint package(TV Paint). Allows picture in picture · £589

NEW 24 BIT OPAL CARD

24-bit colour. 16.8 million colours.Full animation in all modes NTSC/ PAL switchable. Fits all Amigas £849

CAPTAIN DIAMOND'S ULTIMATE A600 HARD DISK OFFER

A600 Upgrade Hard Disks

20Mb (Limited stock)	£149.95
60Mb	£199.95
80Mb	£249.95
120Mb	£299.95

Turn your A600 with a single floppy drive into the ultimate machine with a Hard Disk. 12 months return to base. Only £29.95 for fitting by one of our qualified engineers.

GENERAL ACCESSORIES

MONITORS & TV'S

8833MkII +Turbo Challenge II	£189.95
CBM 1960 Monitor	£449.95
CBM Flicker Fixer	£299.95
Philips 14"SVGA monitor, suitable for use with A3000 or 1500 with flicker fixer	£229.95

Please add £14.95 for connecting lead

NEW CDI FROM PHILIPS £399

MEMORY UPGRADES

New Smart Card memory upgrade (A600)
2Mb only £129 . 4Mb only £169

New 2.04 Official Upgrade with manuals & ROM only	£79.95
A500 Plus 1Mb Expansion	£39.95
New A600 1Mb Expansion	£54.95
Supra 500RX 2Mb Expan.(500/500+)	£139.95
512K RAM Expansion + Clock (500)	£34.95
Above without clock	£29.95
1.5Mb Mb Expansion (Not Plus)	£79.95
1Mb Expansion with Thru-Port (500)	£49.95
8Mb RAM Board for A1500 or 2000 Aries Board 0Mb	£79.95
For each 2Mb RAM add	£69.00

INTERNAL DRIVE KIT

Replacement A500 Internal 3.5" drive kit, fully compatable with 1Mb unformatted capacity. Comes with easy to follow guide £59.95

EMULATORS

Golden Gate 386-20 for 1500/2000	£439.99
GVP 16MHz PC-286 1500/2000	£239.99
Vortex AT Once Plus 16MHz	£214.99

MICE

Naksha Upgrade Mouse	£22.95
New Roboshift, Auto sensing Joystick/Mouse switch box	£13.95

TRACKBALL

One hand control unit, after using this you will never want a mouse again £29.95

A500 ROM SWITCHER

Switching between versions of Kickstart on your A500 is could not be easier than with our new ROM switcher. £9.95

Kickstart 1.3 ROM(Supplied seperately)	£29.95
Kickstart 2.4 ROM (Supplied seperately)	£39.95

POWER SUPPLY

Commodore A500 A600 PSU with the switch mode £49.95

SOUND EXTRAS

Amiga Sound Enhancer	£35.99
Stereo Speakers	£39.95

CONTROL CENTRE

Turn your Amiga into the ultimate hi-tech intergrated workstation environment £34.99

NOW OPEN IN SLOUGH : 0628 604555 :



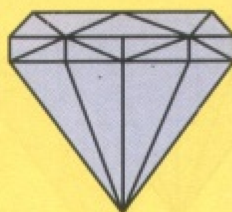


JAMES STEVENSON 1992



We also take Amiga's in PX against PC's, come in for a demo.

P/X your old 500 for a new Amiga 1500 with Workbencch 2.04 for only £399.95
ALL PRICES INCLUDE VAT



Part exchange ex demo A500 with 3 months warranty, £199.95
Ex demo A590's from £199.95
ALL PRICES INCLUDE VAT

10 Disks in a library case £5.00

NOW OPEN IN SLOUGH : 0628 604555:

CAPTAIN DIAMOND'S PERIPHERALS PAGE

APPLICATION SOFTWARE

Graphics & Digitising

Deluxe Paint IV	£59.99
Digi view Media Station	£119
Intro CAD Plus	£64.99
X CAD 2000	£89.99
X CAD 3000	£239.99
Image Master	£106.99
Image Finder	£39.95
Vista	£64.99
Pro Vista	£64.99
VDI Amiga Colour Solution	£99.00
Pro Draw 3	£89.95

Music, Midi & Sound

Audio Engineer +2	£189
Audiomaster 4	£44.99
Bars & Pipes Pro	£174.99
Dr T Copiest Apprentice	£69.99
Dr T KC5 Level II V3.5	£179.95
Music X 1.1	£44.95
Stereo Master	£29.95
Pro Midi 2 Interface	£19.99
Techno Sound Turbo	£34.99

Video Titling

Amiga Vision	£49.99
Big Alternative Scroller	£39.95
Broadcast Titler 2	£174.99
Font Pack 1 for above	£74.99
Font Pack 2 for above	£74.99
Pro Video Post	£174.99
TV Show	£49.99
TV Show Pro	£59.99
TV Text Pro	£69.95
Video Director	£99.00
Can Do V1.6	£74.99
Show Maker	£149.00
Scala 500	£69.99
Scala Pro	£175.00

Animation & Rendering

Art Dept.	£44.99
Art Dept Pro 2	£119.95
Imagine 2	£174.99
Map Master for Imagine	£44.99
Presentation Master	£169.95
Surface Master for Imagine	£24.99
Real 3D Beginners	£84.99
Real 3D Pro	£229.95
Sculpt Animate 4D	£199.95

CLUB MEMBERS PRICE ONLY
(Prices are already discounted)

Wordprocessing & DTP

Transwrite	£29.99
Kindwords 3	£34.99
Final Copy	£99.95
Wordsworth V1.1	£59.95
Excellence 3	£79.95
Home Office Kit	£49.95
Pagesetter 2	£39.99
Page Stream 2.2	£129.95
Saxon Publisher	£159.95
Propage 3	£139.95

Development & Utilities

AMOS Starter Pack	£39.95
Easy AMOS	£24.99
AMOS 3D	£29.99
AMOS Compiler	£24.99
Cross Dos	£34.99
Dos 2 Dos	£24.99
Disk Master	£34.99
Dev Pack 3	£49.95
Directory Opus	£24.99
Lattice C 5.1 Dev Syst	£159.95
Quater Back V5	£34.99
Superbase Pro 4	£149.95
X Copy Pro 5.2	£29.95
Hi Speed Pascal	£69.95
Hyper Book	£39.99

Accounting

Home Accounts 2	£34.99
System 3	£39.99
Area Accounts	£89.99
Pro Calc	£99.99
Advantage	£34.99
Day By Day	£24.99

Educational

A D I Maths 11-12	£19.95
A D I Maths 12-13	£19.95
A D I English 11-12	£19.95
A D I English 12-13	£19.95
Distant Suns 4	£49.95
Fun School s (Each)	£19.95
GB Route	£49.95

APPLICATION STAR BUYS

Final Copy	£99.95
Wordworth 1.1	£59.95
Home Office Kit - Includes Spreadsheet, Database & Word Processor	£49.95

Printer Driver Disk for your Amiga, £5.00 (Please specify model)

DOT MATRIX PRINTERS

STAR LC20	£125	CITIZEN SWIFT 224 COL	£205
STAR LC 200	£175	CITIZEN SWIFT 24E COL	£235
STAR LC 24-20	£185	CITIZEN 240 COL	£265
STAR LC 24/200 MONO	£199	CITIZEN SWIFT 24X	£305
STAR LC 24/200 COL	£239	CITIZEN SWIFT 24X COL	£349
STAR ZA 200 COL	£269	SEIKOSHA SP 1900+	£99.95
STAR XB 24 200 COL	£379	SEIKOSHA 2400	£129.95
STAR XB 24 250 COL	£439	SEIKOSHA SL92	£175
CITIZEN SWIFT 9 COL	£165		

INK JET PRINTERS

HP DESKJET	£295
HP DESKJET COL	£375
CANON BJ10EX	£189
CANON BJ 20	£289
CANON BJ300	£315
CANON BJ800	£1529

Before making your decision pop in & see the new range of Canon Inkjets. Sorry no details at time of going to press

LASER PRINTERS

Oki 400	£499
NEW Oki OL410 1Mb inc. HP IIIP Emulation	£680
OKI LASER 810	£939
OKI LASER 830 Postscript 2Mb	£939
NEW OKI OL 850. (Feature enhanced OL840)	£1499

AMIGA BOOKS

Advanced S. Prog. Guide	£24.45	Disk Drives Inside & Out	£20.95
3D Graphics Prog. Basic	£13.95	Amiga For Beginners	£12.95
Amiga Basic Inside & Out	£17.45	Graphics Inside & Out	£24.45
Amiga C Advanced Prog.	£24.45	Machine Language	£13.95
Amiga C for Beginners	£13.95	Printers Inside & Out	£24.45
Amiga DOS Inside & Out	£13.95	Systems Prog. Guide	£24.45
Amiga Dos Quick Ref.	£6.95	Best Tricks & Tips	£13.95
Desk Top Video Guide	£13.95	Making Music On Amiga	£24.45

TOP 10 TITLES

Zool	£19.49
Civilisation	£26.24
Sensible Soccer	£19.49
Wizkid	£19.49
Premier	£23.24
Lotus 3 Ultimate Challenge	£19.49
Games Espania 92	£22.49
Secret Monkey Island II	£28.49
Ashes of Empire	£29.99
Fire & Ice	£19.49

CLUB MEMBER PRICE ONLY
Why don't you join Captain Diamond's Discount Club and save a fortune on all your games
Personal callers only
Normal saving off RRP
25%

AMIGA BUDGET TITLES

Wolf Child, Thunderhawk, Asterix, Chess Player 2150, Drivin' Force, Skyweek, Live & Let Die, Onslaught, Pipe Mania, Rick Dangerous, Rock 'N' Roll, Soccer,Trivial Pursuit, E-Motion, Dungeon Quest, Shufflepuck Cafe, Predator Tower of Babel, Data Storm, Grand Monster Slam, Powerplay, Kid Gloves, Predator 2, Carv-Up, Corporation, Cadaver, Line of Fire, Teenage Turtles, Back to the Future III, Gunship, Mike Reads Pop , Gazza II, Monty Pythons

ANY FIVE BUDGET TITLES FOR ONLY £20 OR £5 EACH

DIAMOND SHOPS AROUND THE UK

AMIGA WORLD
In the basement of
232 Tottenham Ct Rd
London W1
Tel 071 580 4355
FAX 071580 4399

NEW SHOWROOM
410 Bath Rd
Slough
Tel 0628 604555
Fax 0628 668952

144 Ferry Road
Edinburgh
Tel 031 554 3557
FAX 031 554 2115

HEAD OFFICE
84 Lodge Road
Southampton
Tel 0703 232777
FAX 0703 232 679

1022 Stockport Rd
Manchester
Tel 061 257 3999
FAX 061 257 3997

406 Ashley Road
Poole Dorset
Tel 0202 716226
FAX 0202 716160

443 Gloucester Rd
Bristol
Tel 0272 522044
FAX 0272 521738

Amiga 1063 High Rd
Chadwell Heath
Romford
Tel 081 597 8851
FAX 081 590 8959

PC Centre
1045/47 High Rd
Chadwell Heath
Romford
Tel 081 597 8851
FAX 081 590 8959

LONDON CORPORATE SALES Saran Duffy 071 5804355 Fax 071 580 4399

HOW TO ORDER

Simply telephone through your order, giving your Access or Visa card number, or send a cheque or postal order to your local shop. **MAIL ORDER Phone.071 580 4259.** Prices include VAT unless otherwise stated. **Minimum Courier Service £17.63. (Corporate Sales**, any order under £250 subject to £10.00 Admin chardge) Allow 10 working days for cheque clearance. Bankers drafts clear same day. All prices are correct at time of going to press but are only valid until the 10th day of month of publication due to magazines coming out four weeks earlier than issue cover date.

THE DIAMOND PRICE PLEDGE

If, whilst buying goods from us, you can show us a better price for the same goods in stock with one of our UK competitors then we will match it.

Even if our prices have increased we will honour the price in this advertisement on items in stock as long as you bring this advert with you.

This pledge applies only to customers relying on this advertisement before the 10th day of the month of publication . It does not apply to competitors prices offered in closing down or stock clearance sales.

MAIL ORDER HOTLINE: PHONE 071 580 4259

NOW OPEN IN SLOUGH : 0628 604555 :

small tips

It's not the winning that matters, it's the taking part...!!! Oh, yeah? To add some gamesmanship to your gaming, peruse CU's treasure trove of tips, its horde of hints, its... well, you get the picture.

AMAZING SPIDERMAN

A useful tip which also answers query X2 from the Helpline a few months back. If Spidey is feeling a little down, help the web-slinger out by typing 'GENERIC' on the high score table. To replenish the wall-crawler's energy level, press the Help key during play.

BUBBLE BOBBLE

If you're still boggling at BB, press F1 to advance one screen, or F3 to skip six screens, then F3 again to leap forward a mighty 11 screens.

DRAGON BREED

In this action packed shoot 'em up, it'll be no surprise if you find yourself in need of a cheat or two. For infinite lives, pause the game and enter 'IREM'. Pressing 'N' will now zap you to the next level. If you prefer, you may also skip levels by holding down the left mouse button, Delete and Help keys when you finish a level. The screen should then flash – simply press any key to skip.



DOUBLE DRAGON 2

If this dynamic duo, with more chops than an abattoir, are making heavy weather of their rescue mission, here's how to help them out. Start a two player game, then press both fire buttons and the Esc key. Bingo! The kung-fu kids now have infinite credits (although the final punch-up may become more tricky).

GUY SPY

If you're tired of playing and just want to see the story unfold, type 'GETVONMAXGUY', hit the enter key, and then press F1. The eponymous hero will now hurry through the tests awaiting him, towards his final confrontation with the evil criminal genius, and still be home in time for tea. Hurrah!

JUDGE DREDD

If Old Stoneyface is being given the runaround by those drokking perps, then here's a cheat to allow enhanced law-enforcing in the Mega-City's mean streets. When logging onto the computer, use the name 'DREDD', then type 'BRUCKEN PLAYING HERO-QUEST' before exiting. Stomm! The Help key will now whisk you to the next level faster than an H–Wagon bouncing on Boingg.

MEGA-LO-MANIA

The level codes which will let you time-travel through Sensible Software's epoch-spanning game include the following:
2nd Epoch: BNYABDUNBHV
3rd Epoch: COVCPMJVEBL
4th Epoch: WKCCHIEUKNL
5th Epoch: GATAVRXRONT
6th Epoch: WWKDXGPXDBZ
7th Epoch: KUUCTOPLGHV
8th Epoch: PEHAJBPKZAQ
9th Epoch: GYJDJHPNFHN
Mother Battle: TJLBVSNNIGD

PRINCE OF PERSIA

If you're getting panned in the sand, help your arabian knight by holding down the caps lock and pressing 'L' to skip levels. There is one fly in the ointment, however: this dodge won't work on the bottle section which begins the second level.



SPACE ACE 2

Another cheat for anyone fed-up of playing and just wanting to watch. Typing 'HURRYDEXTER0' (the last character is a zero, kids, not an 'oh') will make the game run its course unaided while you sit beside your Amiga like a spare part.

TEST DRIVE

If your road holding is proving woefully inadequate, stop plummeting from the cliff by holding down the fire button and gliding round those corners in comfort. Vorsprung durch Technik!

TEST DRIVE 2

To leave the opposition choking on your exhaust fumes, type OUTRAN and you'll find yourself ahead of the pack. If that's not enough, enter AERF to double your acceleration. Typing GASS will propel you to the next service station (which is an awfully long leap if you're racing on the M1).

VENUS THE FLYTRAP

Menaced by the midges? Bothered by the bluebottles? Bugged by, well, bugs? To help your (fly) swat team in this insectivorous shoot 'em up, type in the following access codes:
Frozen Wastes: Mantids
Dead City: Cicadas
Wood World: Psyllids
Pierids: Kaverns
Death Valley: Satyrid
Creeping Swamp: Lycaenid
Tech World: Pyralid
Translucent Plants: Noctuid
Your anti-creepy crawly kill-power can be enhanced by typing 'MARS', 'MERCURY', 'PLUTO', 'JUPITER' and 'SATURN', giving you extra weapons and other neat stuff. Now buzz off and start playing.

Z-OUT

Although it's a ferocious blaster, this game contains a couple of really simple, but highly effective, cheats. During the game, press 'J' then keys 1-8 to skip levels. If you press 'J' and 'K' at the same time you will receive and unlimited number of lives.

ZOOL

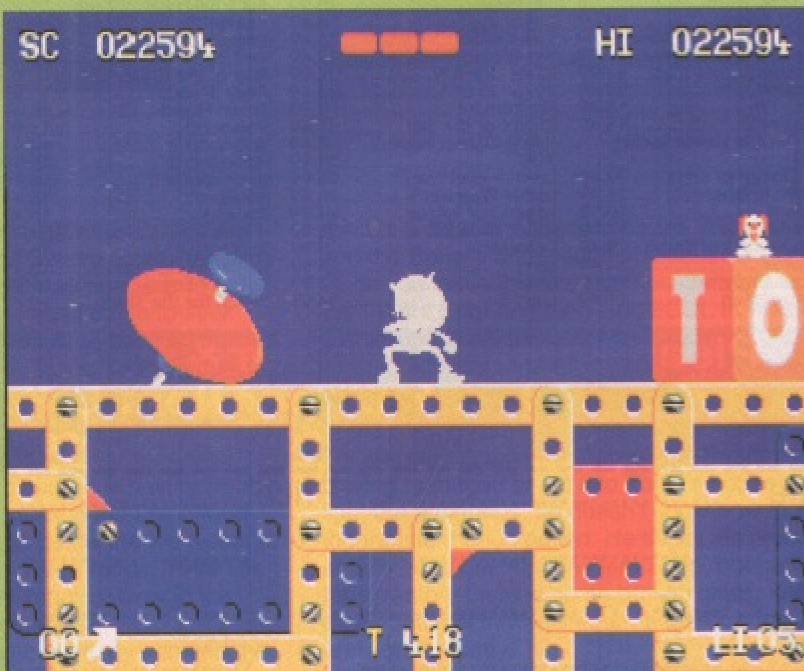
A devastating dodge with which to help the ninja of the nth dimension in Gremlin's lavish platformer has winged its way to CU. Z. Jaffer of Peterborough wins a Microprose game for the blue chip cheats that follow.

When the game starts, rather than press the spacebar for the options screen (or the fire button to get straight into the action) wait for the high score screen to appear. Type the word 'GOLDFISH' and press enter. The function keys (F2, F3, etc.) will now transport Zool to the level with the corresponding number.

Once play has begun, press number 1 to make Zool invincible – you'll know when this has happened as he'll flicker white.

Tired of the current level? Just press 2 and zip to the next portion (from 2.2 to 2.3, for example), or if you really want a change, number 3 will take you to the next complete level. But remember, you'll need to press number 1 on each level (or part of a level) if you want your hero to remain indestructible.

Finally, if life's too easy with an immortal Zool, hit number 4 and see the little chap explode into oblivion, just like he used to do.





and ADVENTURE HELPLINE

Welcome to the chilling world of adventuring. Gather round and listen to Tony Gill, keeper of this dank corner of the magazine.

RULES OF THE HOUSE

Tobacco pipes must only be lit with normal flames – No Fireballs!

The hearthstone must not be used for sharpening weapons.

Thieves and pickpockets must contribute 10% of all takings to the Inn Keeper.

No spitting in the soup cauldron.

Dwarven jewelry bought and sold. Ask at the bar for details.

By Order of: The Inn Keeper.

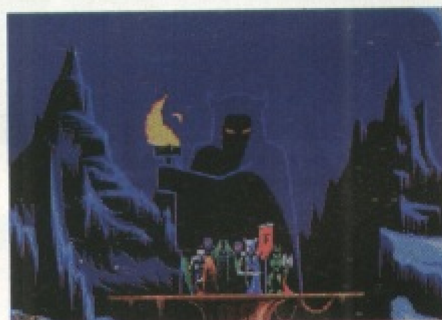
HURRY INSIDE

Listen! Did you hear that noise? No, not the noise of the wind, I think it sounded more like a groan of pain. Over there in the dark corner of your room I think I saw something move. Is there someone, or something, there? Could it be that all you have believed in is the dream, and the nightmares are the true reality?

As the light from the window fades, and the long evening shadows rise like corpses from beneath the tall trees and crawl around the house, the world of logic and science grows quiet and powerless before the onslaught of the night. In the dimming light your street clothes fade into rough-spun cloth and your soft comfortable shoes tranform into mud-splattered leather boots. The walls around you dissolve like dirt on glass and a rush of damp forest smells, chilled by the night wind, swirl around your head.

Here is the real world of adventure and mayhem come to claim you for its own. And from where can you seek help and solace? Where can you run to and find safety? Why, to the Troll's Head Inn of course.

Well met traveller, and welcome to the Troll's Head Inn. Here you can drink a tankard of ale at the bar and listen to the rumours of all that's happening in the world of Role Playing Games and Adventures. You can peruse the Heroes Wanted Board for details of the newest and most exciting quests requiring volunteers and party leaders. Perhaps you just need a little help from the Shrine of Knowledge. Whatever it is you seek, you're sure to find it here in the Troll's Head Inn.



If you like monster-stomping in gloomy dungeons, then *Shadowlands* from Domark may be just the RPG you are looking for.

HEROES WANTED BOARD

Dear Innkeeper, please pin the following information concerning an Adventure Probe Bulletin Board to the Heroes Wanted Board in the Troll's Head.

Adventure Probe BBS (0707 323403)
Fidonet: 2:252/309.1
AmigaNet: 39:137/1.1
Online 10pm til 7am, 7 days a week.
Scrolling 8-N-1, all speeds 300 to 14400.
Sysop: Bob Adams
Hardware: Amiga 500 with 5Mbyte, 52meg HD, SupraFaxModem V32bis
Software: TransAmiga.

The bulletin board has been running nightly since June 1992. The idea was to set up a bulletin board dedicated to adventurers, by providing solutions, hints, tips and maps for either reading or downloading. As these are mainly text files, it has meant that the features are accessible to all makes of computers. Starting with about 400 solutions, the file areas have now grown to include complete Public Domain adventures for both the Amiga and Amstrad CPC. Other formats will be provided if there is sufficient demand.

The BB also caters for the non-adventurer by including features expected to be found on a BB in 1992. The Adventure Probe is part of two world-wide nets, FidoNet and AmigaNet, and 30 echoes are available for reading and writing to by users. Online games are provided and new games will be added as they become available. The BBS is free of charge and new callers are welcome. Bob Addams, 81 Uplands, Welwyn Garden City, Herts.

SPACE HERO REQUIRED

A fearless hero is required. Do you have more guts than the average warrior? Can you endure more pain than the human mind can withstand? There is a quest entitled *Plan 9 From Outer Space*, which contains something which no man has been able to endure. No, it is not the quest which is so unendurable, but the video which comes with it! Gremlin Software have taken the movie, which has consistently won the Golden Turkey Award, and bundled it with an adventure game of the same name. So far no-one has claimed to have watched all of this video in one sitting and every aspiring hero has succumbed to trips to the outside loo or the 'barf' bucket for 'comfort' breaks before the final scene. No-one knows for sure how good the actual adventure is, for nobody seems to be able to speak of the experience when they return.

There must be a hero out there somewhere who is prepared to take up this task!



If you got onboard this boat expecting to have a jolly trip around the lighthouse, then you are in for a shock. The waters of *Knightmare's* dungeon are more dangerous than shark-infested custard.

SHRINE OF KNOWLEDGE

Away from the noise and laughter which fills the bar, there is a shady corner where a red velvet curtain shields the Shrine of Knowledge. It is to here that the humble and the penitent come to seek help with those quests which have brought them to their knees. Draw near and listen, so that you too may profit from the Font of all Wisdom.

BARD'S TALE III

Crawford Mackay from Edinburgh is having trouble with *Bards Tale III*. He is stuck in the 2nd dimension Geldia, in the dungeon below the Ice Keep, at the tomb of Lanatir where a sign reads, 'Here lies Lanatir, last guardian of all magics. Only in the name of his blood may you enter.'

The Shrine replies: Keep calm my son and the word will eventually come to you. For a 'CALM' mind is a clear one. Search for the Wand of Power and the Sphere of Lanatir in the south-east corner. Once you leave this accursed place return to the Well Worn Spot and then cast ECUL to whisk yourself off to the Wilderness.

LURE OF THE TEMPTRESS

In the chilling Norwegian wilderness, Gaute Zakariassen is stuck in *Lure of the Temptress*. Having managed to get into Taidg's house and light the apparatus, he doesn't know how to make the transformation potion. He thinks his next move should be to get into the Herb Shop, but how? In his inventory there is some broken glass, knife, diary, bottle of sewage water, tinderbox, lockpick and some money.

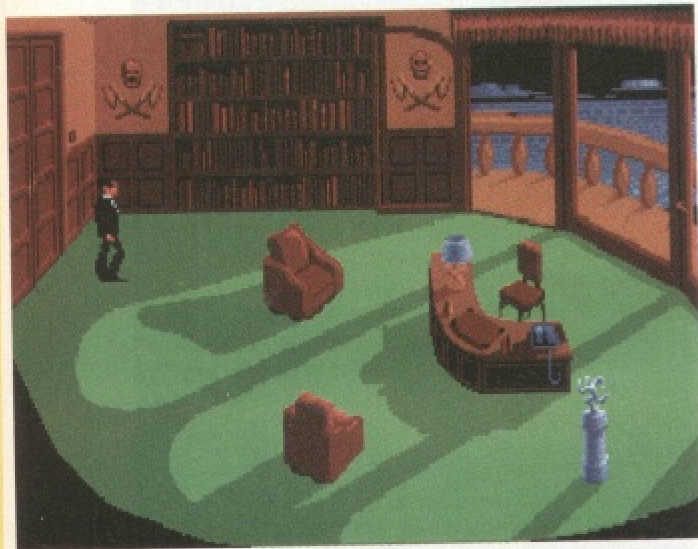
The Shrine replies: Poor old Taidg the

Magician had already assembled all that was needed to prepare the transformation potion before he was arrested by the Skorls. All you need do is read the diary and then examine the apparatus carefully to find the oil burner, the flask and the tap. Use the tinderbox on the oil burner and then use the flask on the tap. You will be taking a trip to the Herb Shop later, but not until you rescue the fair damsel who is even now suffering at the hands of the cruel Skorls.

OPERATION STEALTH

Operation Stealth is causing Lee Robson from Northumberland some problems. So far, he has managed to rescue the girl and get through the mazes, but he's stuck in the office of the Palace. What does he do?

The Shrine replies: Seek the statue which stands in this room and 'operate' it's arm. A safe will appear which will not open until you to use the small box which you found in the bank. Operate



the on/off button to first switch on the box. Now operate the up/down arrows until the first light on the box lights up. Operate the validation button on the safe. Operate the up/down arrows again until the second light illuminates and then operate the validation button on the safe. Repeat this cycle for the third and fourth numbers. Switch off the box and 'take it'. Operate the validation button on the safe once more and it will open.

EYE OF THE BEHOLDER II

On the third level beneath the Temple of Blackmoon stands John Grills of Belfast. He has been enjoying playing *Eye of the Beholder II* immensely, but has become steadfastly stuck within the confines of its dark dungeons.

There is a room with nine pressure pads on the floor. The writing on the wall says that he must leave many valuables behind. He knows that he must place weights on the floor pads in a certain pattern – but what is the correct combination?

The Shrine replies: Consider the common gambling dice and look upon the face which represents the number 5. This is the pattern which will open the distant door and reveal both rewards and danger. Take this advice. Make your own body be the weight which depresses the central spot. When the first of the many demons bounds forth from the room beyond, you have but to step to one side and the door will close on the monster's companions. In this way you may bring forth the demons one by one and slaughter them as ye will.

BARD'S TALE II

Steven Clarke from Derby has reached Level 3 of the Dark Domain and is in a room where a voice tells him to, 'Speak the word to pass.' He assumes that this is the guardian to level 4 speaking, but has not found a word anywhere. Do you know where to find the password?

The Shrine replies: Do I know the password! Of course I know the password. Do you doubt it for a moment? The answer is contained in the question, and it is but a foolish jest of a simple demon. The word is PASS. A tiresome joke, but one to drive men mad. There is another magic mouth upon this level which will ask you, 'Who is Master of the Mind?' You may be tempted to say, 'The Shrine' (and who could blame you?), but the word it seeks is MANGAR.

DUNGEON MASTER

Desperate adventurers come in all shapes and sizes, as evidenced by Margaret. Between looking after two children and doing a full-time job she has been playing *Dungeon Master* for the last three months and loves it. Having managed to get to Level four, she faces an iron gate blocking the exit. She has tried magic and brute force, and has even blown the Horn of Fear in desperation. She can't find any hidden switches, and has even tried to put the gold coin in the mouth on the wall, but all to no avail.

The Shrine replies: I would have thought that anyone capable of rearing two children and doing a full time job, would be capable of solving *Dungeon Master* with one hand tied behind her back. I am not convinced that you are on Level four, for there is no locked door leading down to Level five. On Level three there are six locked gates, one after the other, which block the way to Level four. Level three has six cryptic rooms each containing one key, e.g. Chamber of the Guardian, The Vault, Time is of the Essence etc. The exit from Level four is past a captive Mummy, (sounds a bit like you!) who is standing next to a sign which says, 'This is my prisoner. Let him suffer.' The Mummy is standing on a pressure pad which controls the locked door at the end of the passage. Killing the mummy



If you get tired of strolling the the endless forests of *Ishar's* RPG, then there are also a few dungeon entrances to explore.

opens the door to Level five and releases the pink worms. These pink worms are VERY difficult to kill. Use throwing weapons before they get near and then fight as you retreat to a lockable door.

HOUND OF THE SHADOWS

Hound of the Shadow is causing M. Giblin problems. He has reached Blythburgh and created a Homunculus, but come midnight he is chomped by the Hound.

The place seems rich in clues: the details in the church, the gate to and from London, the locked door in the pub and the mysterious little postmistress who isn't being terribly helpful. Is he being thick or is there some obscure command he hasn't thought of?

The Shrine replies: Yes, would seem to be the answer to both questions, but I assume you would wish a more elaborate answer. There are three alternate ways of finishing this game, and as you seem determined to make things difficult by not helping I can only give general hints. When you have made the Homunculus, you wait, then drop it. Oops! You then finally meditate.

However to go back a stage, assuming you have been to the Reading Room and read Bridewell, then you return home and go into the attic. Use the gate and then examine the headstone and the symbols. Return home and go to the bookstore where you can read the journal. You can ask the postmistress, and when she won't help, persuade her until she gives you the address. You can get water from a chamberpot under a bed in a rented room. You can get mercury from a thermometer in the lounge. You can write to Paul Mason.

BLACK CRYPT

Gary Coggon from Doncaster has given in and is pleading for help. Having been determined to complete *Black Crypt* by himself he found himself unable to beat Estoroth on Level 28. Freezing his soul, hammering his head and cutting his cloth seem to have no effect.

The Shrine replies; To have come so far and now to abandon hope when final victory is in your grasp betrays a lack of moral fibre, my son. You can do it, you only have to believe you can do it. Weaken Estoroth by hitting him until the artifacts glow. Then use the magical abilities of the Protector, Lifestealer, Vortex and Force Hammer in that order to destroy Estoroth. Finally, you will be able to travel north into the teleporter and claim the treasure. In the early versions of this game the Force Hammer had been made too powerful and you became invincible. Perhaps you are just too weak of spirit to claim the final victory?

CAPTIVE

Whilst playing his new game, *Captive*, Gary Morphey from Dunstable is stuck in the first room of the space station on Planet Butre. In the room there is a note and some explosives.

The Shrine replies: There is one wall in this room with what looks like ball-bearings on the bottom. You can push walls like these out of the way by simply placing the hand icon in the centre of it and clicking the 'Right' mouse button.

LAST ORDERS, PLEASE

And now I fear I must ask you to leave, for the Inn is closing. The sky is lightening towards the east and soon the dawn will be here. The terrors of the night have shrunk back into that dark place at the corner of the mind, and there they will stay until the dark returns again. Be on your guard and keep your face turned towards the wind. Good luck my friend, 'til we meet again.



In the little village which huddles beneath the shadow of Temple Blackmoon, the yeomanry keep the lights on and the shutters bolted.

If you have a problem, a notice for the Board, or perhaps a piece of scandal which you wish to whisper in the Inn, write to Tony Gill at: The Troll's Head Inn, CU Amiga. Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

BEAST III



Shadow of the Beast III, Psygnosis' sequel to the sequel sees Aarbron (our hero) guided toward his final confrontation with the evil Maletoth by a vision of the venerable Rekann, former royal magician. With the help of CU Amiga, Aarbron senses Rekann's wise advice steering him more precisely than before...

NOT OUT OF THE WOODS YET?

'Hear me, Aarbron! When thy quest begins, in the Forest of Zeakres, thou wilt assuredly realise not to allow the slime-spewing plants to splash you with their purple gunge. Using the lever-operated lift and the wheel-controlled platform will be simplicity itself for one of thy abilities.'

'No problemo, Rekann. Then what?'

'Thou need not be told twice to collect as much gold as possible and kill every goblin that gets in thy way – see those body parts fly! Gather the grenades and use them to destroy the floating gun turrets. Remember that grenades are more powerful than shurikans, but thou hast only a limited supply, so use them wisely.

'Gotcha! What next?'

'Pick up the key and nip back (down and leftwards), to make sure you have missed no gold (hint, hint). Go back to the fourth platform, rise with it to the top, then run right. Fight thy way through the hordes of goblins, jump down, and keep going right until thou see meat on a spit.'

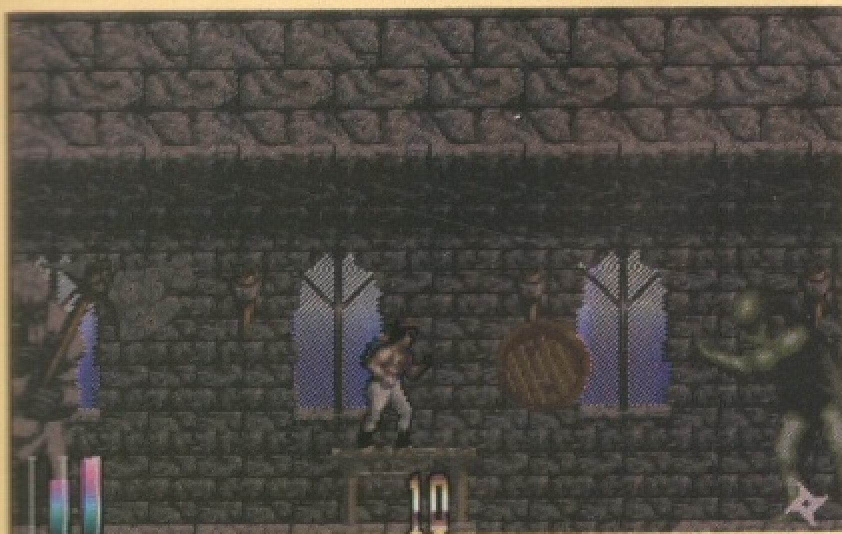
'A kebab?'

'No, it's not quite that bad. Shoot it until it falls to





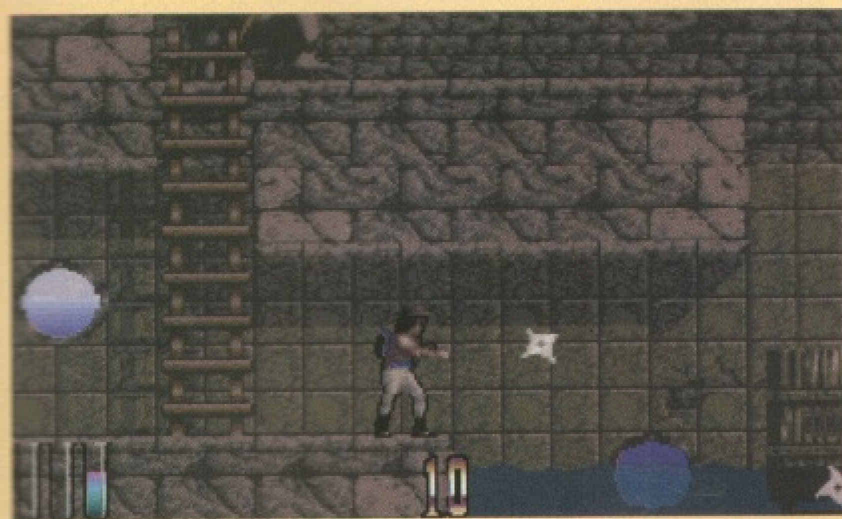
It's a good job that this beast had a prior pressing engagement, otherwise Aarbron might not have lived this long.



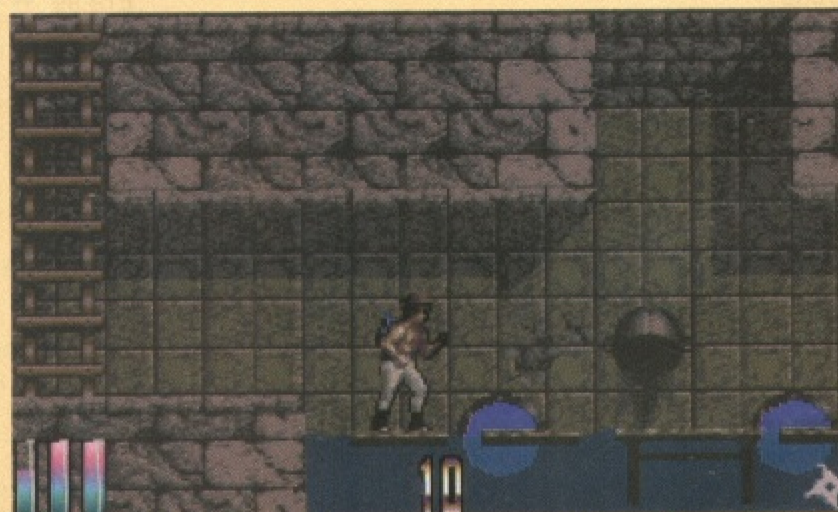
Roll out the barrel! A tun of trouble heads towards Aarbron. Deft use of a shuriken and the joystick will ensure that he lives to face the next monster.



Goodness gracious, crate falls: admire. Aarbron packs punch as he pitches a packing case into the perilous pit.



Aarbron casts a mighty shuriken towards a poor, defenceless packing crate. Maybe he had a bad experience with a cardboard box a s a child!



Surfs up, dude! Aarbron practices his famous walking on water trick before a crowd of one. Maybe he has allusions towards god status?

the ground. Push it to the right. Thou will find another key and must pick it up. Leave the meat under the spiked block swinging just above thy head.'

'Gulp!'

'Run left and unlock the door of the cage holding the hideous creature (don't let the goblins jump you from behind while doing this). Once the door has opened, jump onto the ladder and climb like billy-o, if thou wants to avoid a mauling.'

'Oh, I most assuredly do!'

'The monster, desperate for fast food, will seize the meat and be crushed by the spiked block falling upon it – you've got to laugh! Next, ascend the jet platform and journey to the left. Stand in the middle to keep it level, and collect a rock as thou rise. Push the rock onto the weighted platform once the lift has reached the top. Jump after it, then, when the platform comes to a halt, leap across the gap. Run up the hill, shooting the metal spikes. Cross the bridge and stand at the edge of the cliff. This will crumble beneath you and thou will fall to the ground with the rocks.'

'You've gotta be kidding!'

'It gets better. Go left and defeat the red demon, Louq-Garou, by jumping and shooting when he fires at you. Take the fiend's skull when he is defeated'

'Sounds a bit ghoulish, but you're the boss.'

DOUR NO MORE!

'Now, Aarbron, thou art before that place of dread, Fort Dourmoor. Lower the drawbridge by shooting the switch, retrieve the wheel, and use it to mend the battering ram. Pass through the door to the right and shoot the trampoline from which the falling balls bounce towards you. Stand upon the large trapdoor, then bag the bats which escape behind you.'

'Easy enough so far.'

'Now it gets tricky. Return left and deliberately fall into the small pit. Smash the gold block, jump through the big trapdoor, and slide down a chute. Run to the right, hurdle the table, and then push it back to the room thou hast just left. Get on the table and shoot the switch on the left. You will then be on a high table as the room fills with water and it floats upwards: shoot the switch on the right when it has finished its ascent. The water will then drain away, when it is less than head height, run right and climb the ladder.'

'Piece of cake.'

'At the top, turn right and push the table to the edge of the gap. Stand on it, near the edge, all the better to hurl shurikans at the bloaty green bloke lobbing barrels. Once thou hast despatched him, get off the table and push it into the gap. With a running jump thou must then leap the gap, get behind the large crate, and push it until it, too, falls into the pit. Take another running leap to get back to the platform from whence thy began and descend the ladder.'

'Is all this work really necessary?'

'Need thou ask? Thou will see the crate, on the table, floating in deep water. Destroy the crate and cross the pool by stepping on the planks and the table. On the other side, fall into the pit. Hurdle the barrel, then another pit. Thou must fire and dodge with utmost dexterity to destroy the red monster that will endeavour to cast thee into the abyss with a crane. After it is defeated, push the barrel to the edge of the gap, then use the crane to place the barrel atop the right-hand side of the conveyor belt above thou.'

'Phew, I'm earning this gold, aren't I!'

'And then some! Climb down the ladder, close the trap door on the left, but leave the right-hand one open. DON'T shoot the monster – I know you'll be getting shurikan-happy by this stage, but try and restrain yourself. Next, climb to the top of the ladder and turn right. You will soon find yourself face to stump with Pendek, the headless mace-monster. Kill him by jumping and ensuring that he gets it in the neck with a shurikan. Collect the spiked head of his mace once he is dead. Move left, avoiding the swinging ball, for more gold. Back to the ladder, climb down some of the way then jump into the barrel.'

'You're not sending me over Niagara Falls are you?'

'Not exactly. Trigger the switch on the right, then pull down to shut the barrel's lid. When the barrel stops moving, jump free and go to the left.'

LOOK NO FURTHER!!

FOR THE CHEAPEST AND BEST !!

THE LATEST TOP 50 GAMES FOR YOUR AMIGA:

3D Construction Kit 2	£34.99
A10 Tank Killer	£22.99
Addams Family	£15.99
Airbus A320	£24.99
Aquatic Games	£15.99
Assassin	£15.99
Beast 3	£19.99
Big Box 2 (10 games)	£19.99
Bug Bomber	£15.99
Catch'Em	£15.99
Championship Manager	£15.99
Civilisation	£22.99
Crazy Cars 3	£15.99
Curse of Enchantia	£22.99
Dune	£19.99
F1 Grand Prix	£22.99
Fire & Ice	£15.99
Golf (Microprose)	£22.99
Hagar the Horrible	£15.99
Harrier AV8B	£27.99
Head to Head (Mig29 vs F19)	£22.99
Humans	£19.99
Jaguar XJ220	£15.99
Jimmy Whites Snooker	£14.99
John Madden's	£15.99
Kick Off 3	£15.99
Kings Quest 5	£25.99
Leisure Suit Larry 5	£25.99
Lemmings 2	£15.99
Lotus 3	£15.99
Lure of the Temptress	£19.99
Megalomania/First Samurai	£19.99
Monkey Island 2	£24.99
Nigel Mansell GP	£15.99
PGA Golf	£19.99
Pinball Fantasies	£15.99
Pool	£15.99
Premiere	£19.99
RailRoad Tycoon	£22.99
Red Baron	£22.99
Sensible Soccer	£15.99
Silly Putty	£15.99
Space Crusade	£15.99
Space Shuttle	£34.99
Special Forces	£22.99
Street Fighter 2	£17.99
Striker	£15.99
Sword of Honour	£15.99
Wing Commander	£19.99
Zool	£15.99

The above represents only a very small selection of titles that we stock. If you do not see what you want listed, please give us a call.

Given the nature of games publishers, we can not guarantee that all the above will be released by the time this advert appears. Please call us to check availability to avoid disappointment.

Post & Packaging £1.50 - Securicor £5

48 hour despatch (cheques 7 days)

Cheques should be made payable to SoftStore

Access and VISA cards accepted

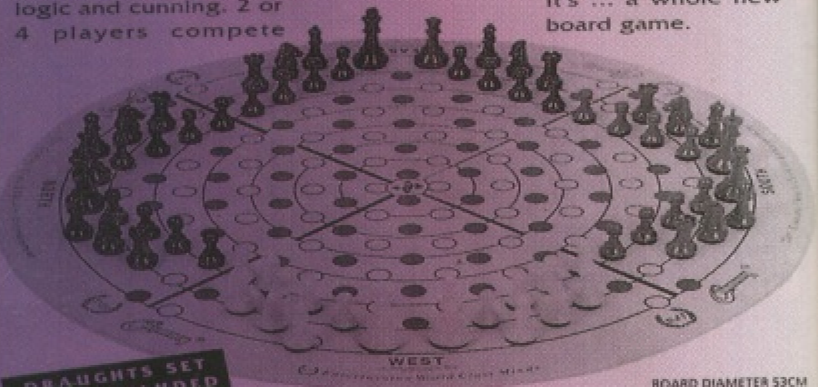
SoftStore, Dept DCU, PO Box 1720, Slough, SL3 0YX

0753-683336

IT'S A WHOLE NEW BOARD GAME.

It's taken 700 years for chess to take on a whole new dimension and now it's here .... Direct from the USA this challenging and exciting boardgame is the ultimate in logic and cunning. 2 or 4 players compete with a full set of chess pieces with the object of gaining control of the centre of the board. Strategy, wits, ingenuity. You need them all to overcome your opponent.

It's ... a whole new board game.



DRAUGHTS SET ALSO INCLUDED

BOARD DIAMETER 53CM

HOW TO PLAY: Chummy chess can be played by 2 or 4 players on a specially designed game board. Each player plays with a complete set of 16 chessmen. Chessmen move in the same manner as done in the traditional two person game, and can also be moved in circular directions. To win the Quest, a player's king must gain control of the center of the game board; or that player must checkmate and capture all of the opponents' kings.

INTRODUCTORY OFFER

£29.99 inc. VAT + p&p.

Christmas Delivery Guaranteed

Please send me ____ Chummy Chess at £29.99 Each to:
Name...
Address...
....
....
....

Payment: Cheques or Postal orders made payable to Imports 2000

Cut out the coupon and send to: Imports 2000/B. Collie P.O. Box 1393 Brighton BN1 7HY

Plants For All Seasons

This detailed reference work is designed for gardeners, botanists, and multimedia enthusiasts.

Database entries for over one thousand plants have been included as standard together with more than one hundred high quality HAM pictures. Facilities are available for the storage and management of pictures, sounds, videos, texts, and objects for use in ray tracing and design systems.

Each plant can be described in great depth over twenty pages of fields.

The main areas covered are: associations and applications, blossom, buds, cultivation, environment, external files, finance, flowers, foes, friends, fruits, growth, leaves, origins, reproduction, roots, runners, seeds, stems, and tendrils.



A powerful selection system is available for you to access groups of plants from the system. If you need to select only plants which have red leaves and white flowers in June, and are pollinated my moths, then you can !

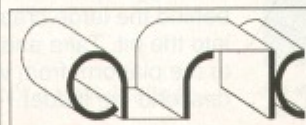
You can create your own selection criteria using any of the fields of information in the databases. Your criteria can then be named and stored to disk for later use when required.

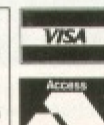
This is a huge active project. We would like enthusiastic owners to help us to expand the system by contributing to the databases in return for royalties. Please call for more information.

Educational establishments may like to know that site licenses are available, and that A.R.K. can take Purchase Orders from recognised bodies.

Owners of Superbase Professional 4 can access the databases directly from their own programs. Plants For All Seasons is supplied with a Superbase Run Time Module (C) Oxxi Inc.

The software is supplied on ten disks which are accompanied by a comprehensive manual and registration card. The disks are not copy protected. A Microsoft Windows version is planned for 1993.





£99.95 Including VAT
Postage: UK £3, EC £6, Europe £8, World £16
Payment: Access, Visa, London Sterling Cheques

0983 551 496

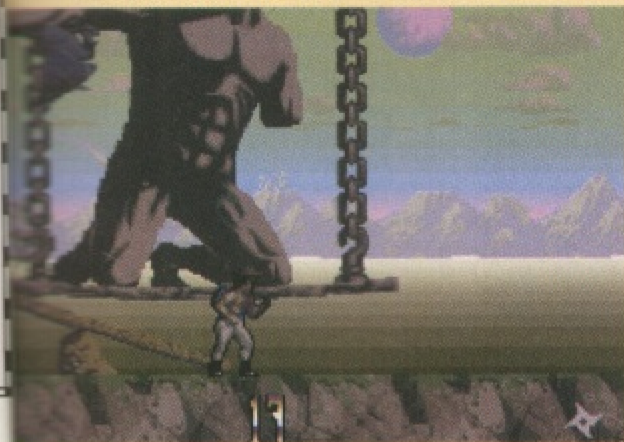
Applied Research Kernel, Corve Farmhouse, Corve Lane, Chale Green, Isle Of Wight, PO38 2LA, U.K.



As the sun sets on yet another day, Aarbron won't be rising to see the next one. He obviously decided not to follow Maletoth's instructions to the letter.

THE HIGHEST BIDHUR

Pass the monsters on the bridge by going right. Defeat them by jumping and shooting them in the back [*What a hero – Ed.*]. Go right, and climb the



tree by jumping onto the first branch. Move to the right, but face left before jumping up the branches and shooting the nest and birds.'

'Something tells me you're not an ornithologist.'

'Run right and leap away. Keep on running (as the song says), but when thou seest a table, hack away its left leg. Jump over it, then turn and shoot off the right leg. You now have a handy see-saw.'

'A see-saw? What is this – kiddies' corner?'

'Listen, ignoramus. Get behind the head peering from the rocks and shoot it so that it falls onto the left end of the plank. Push the plank (and head) as far left as possible, ascend the ladder, then jump off the ledge to your right. When you hit the plank you will catapult the rock upwards, hitting the cage and releasing the bird. Stand in front of your new-found feathered friend, and fire away to get on its back. Then fly diagonally up and to the right.'

'You've been reading too much Tolkien!'

'Silence. Before you is a column of metal balls and a set of runners. Adjust the runners so they will direct the balls into the top cave. Release just three balls by flicking the switch at the top. Then, direct the runners to the cave below and allow the remaining balls to fall into that. Fly down the shaft to a chamber. Head right and kill the birds.'

'You're really not an ornithologist, are you.'

'One of the birds will drop a hammer. When it does so, grab it and fly back to the topmost cave. Get off the bird and hurry right, through the gap, taking care not to be squashed flat by the falling slab. Take hold of the hammer and shove a metal ball to the left edge of the small pit. Next, shoot the slab until it rests upon the ball. Move the slab to the right by placing a ball in front of it each time one becomes available at the rear.'

'Wow! It'll be just like building Stonehenge!'

'Once the slab is at the right of the pit, throw the hammer at it until it moves no more. Armed with the shurikans once again, climb the slab, then hop onto the higher platform. Head right and kill the critter waiting for you with a few well-aimed throwing stars in the eyes. Enter the laboratory and take the empty glass flask. Return to thy bird-brained helper and fly to the cave below the one thou hast just departed. Wing thy way past the bouncing balls to the shore of the red lake. Climb off the bird, get the flask to hand, leap into the inviting fluid, and fill the vessel as easily as flinging a shurikan. Bingo! Thou now hast some of the Quintessence of Being!'

BURNING DESIRES

'Having reached Nosthomak...'

'Bless you!'

'...hurry right, but mind not to get burnt by the flamethrower as it blazes away at thee.'

'You what??!!'

'Keep thy hair on. Pass the steel ball, and descend the stairs. Shoot the left leg off the table and push it right – but don't get too close to the edge. Eliminate the bats, then push the bookcase left until it is beneath the library notice. Climb the ladder, get on top of the bookcase, and hop up to get the hammer. Then, return to the steel ball.'

'Don't tell me, let me guess: I fire a few throwing stars at the ball to get it swinging, then add some oomph by whacking it with the hammer.'

'Well done. Next, jump onto the ball as it swings towards you, before leaping off when it reaches the top platform on the right. When the ball next reaches the highest point of its swing, shoot some shurikans at it until it falls off and rolls down the stairs. Thou may then amuse thyself, as thee walk right, by solving the picture puzzle and learning a fishy food-chain. To cut a long story short, however, let's just say that to pass through the fish tanks ahead of thee, thou must relocate some of the inhabitants with the crane beside them.'

'Are you sure this isn't a red herring?'

'Take the first fish from tank one to tank three, then go back and forth taking whichever fish has just eaten another. Feed the last such fish to the shark in tank two – the dear little thing wouldn't dream of hurting you. Move to the exit panel and shoot. Then climb the ladder and go through the tanks, taking care not to get spiked as you do so. Descend the ladder beyond the third tank, and fall down the gap to the right.'

'Ouch! How much more of this?'

'Hop over a ball, down another ladder, leap a pit, jump to a ledge and you're almost there. Switch on the furnace, move closer, hammer in hand, and pound it until it will move no further right. Throw a couple of shurikans at the spikes hanging from the ceiling. When the chain supporting them starts to crack, hurl hammers at the spikes until they swing vigorously. As they reach their highest swing to the left, shoot the spikes with some throwing stars so that they fall down and cover the pit below.'

'I sense the decisive moment approaches.'



'Indeed. Return left, and up the ladder. Hurdle the ball and push it into the furnace. Stand on the platform beside the furnace switch. When the block of ice has melted so much that it is below thy level, jump onto it before leaping to the ledge on the right. Turn the switch in order to disable the force field beneath thee, and wait for the molten metal on the floor to cool. Hop down, gather up the first Crystal of Hodag, which is lying on the ground, go right, and shatter the ice block containing the other crystal. Catch it as the ice breaks.'

'And now for Maletoth?'

'Now for Maletoth. Run and leap onto the platforms. When the arch-fiend appears, fire repeatedly at his monstrous head. Switch platforms every time he passes you.'

'Thanks for the tips, Rekann. Okay Maletoth, I'm on my way – Kara-Moon ain't big enough for the both of us!'



DYNAMITE COMPUTERS

AMIGA A500 PLUS
1Mb A500 version 2.04 complete with leads, p.s.u. etc.
ONLY £254.95
Above with 2Mb Ram £279.95

AMIGA A600 FD
1Mb A600 complete with leads, p.s.u. etc.
PLUS 1 YEARS ON SITE MAINTENANCE
ONLY £254.95
Above with 2Mb Ram (Expansion includes clock)
£284.95

THE WILD, THE WEIRD & THE WICKED
A600 Value Pack from Commodore includes Deluxe Paint III, Formula 1 Grand Prix, Putty and Pushover
PLUS 1 YEARS ON SITE MAINTENANCE
ONLY £309.95
Above with 2Mb Ram (Expansion includes clock)
£339.95

AMIGA A600 HD
1Mb A600 with 20Mb Hard Drive.
PLUS 1 YEARS ON SITE MAINTENANCE
ONLY £424.95
Above with 2Mb Ram £454.95

EPIC/LANGUAGE PACK
A600HD Value Pack from Commodore includes Deluxe Paint III, Epic, Myth, Rome and Trivial Pursuit
PLUS 1 YEARS ON SITE MAINTENANCE
ONLY £439.95
Above with 2Mb Ram (Expansion includes clock)
£469.95

A600 80Mb HD PACK
DYNAMITE EXCLUSIVE
1Mb A600 with built-in 80Mb Hard Drive. Complete with leads, etc.
ONLY £499.95
Above with 2Mb Ram (Expansion includes clock)
£529.95

AMIGA 1500
Latest 1Mb 2.04 version complete with mouse, leads, etc. (requires modulator for TV use)
ONLY £479.95

1500 HOME ACCOUNTS PACK
As above plus The Works – Platinum Edition, Home Accounts, Toki, Elf, Puzznic & DPaint III
ONLY £524.95

AMIGA 3000
Latest V2, 25MHz, 2Mb Ram, 52Mb Hard Drive, 3½" Floppy.
Complete with Wordworth 1.1 and Amiga Vision.
PLUS 1 YEARS ON SITE MAINTENANCE
ONLY £1299.95
Above with 105Mb Drive
£1479.95

AMIGA 4000
New multi-media system 6Mb Ram, 40Mb HD, AmigaDOS 3.
PLUS 1 YEARS ON SITE MAINTENANCE
ONLY £1979.95
Above with 120Mb Drive
£2099.95

A570 CD ROM
CD Drive for A500/A500+
Super low price...
ONLY £259.95

CDTV
CDTV complete with infra-red remote, leads, etc.
ONLY £354.95

CDTV MULTIMEDIA PACK
As above plus keyboard, infra-red mouse, 3.5" drive, Workbench Disks, Welcome CD
ONLY £439.95

MONITORS

GOLDSTAR 14"
TV Monitor complete with remote control & sleeptimer
ONLY £154.95
Amiga cable for above £4.95

PHILIPS 8833 MkII
Simply the best value stereo colour monitor. UK model complete with 1 years on-site maintenance.
ONLY £169.95
Amiga cable for above £4.95
Lotus Turbo Challenge 2 £6.95 (when bought with 8833)

CBM 1084S
Commodores official stereo colour monitor for the Amiga.
ONLY £174.95
Amiga cable for above £4.95

CBM 1935
14" SVGA colour monitor .28 Dot Pitch
A MUST FOR A3000/4000
ONLY £254.95
Amiga cable for above £4.95

CBM 1960
14" Multiscan SVGA colour monitor .28 Dot Pitch
ONLY £409.95
Amiga cable for above £4.95

MONITOR ACCESSORIES

A4 Copy Holder	£3.99
14" Monitor Dust Cover	£3.99
12/14" Screen Filter	£6.99
14" Tilt & Swivel Stand	£9.99
View Centre/Monitor Stand	£24.95
View Centre/Control Centre	£29.95

FLOPPY DRIVES

CUMANA CAX 354
Reputation speaks for itself
ONLY £49.95

POWER PC880E
Solid Drive with anti-click
ONLY £49.95

ROCTEC ROCLITE
New superslim drive now with anti-click & virus checker
ONLY £54.95

POWER PC880B
With anti-click, virus checker and built in blitz copier
ONLY £59.95

HARD DRIVES

GVP HD8 A500

52 Meg Hard Drive	£319.95
80 Meg Hard Drive	£369.95
120 Meg Hard Drive	£409.95
Additional 2Mb Ram for above	£39.95
Additional 4Mb Ram for above	£79.95
Additional 8Mb Ram for above	£99.95

GVP A530 COMBO

52 Meg Combo	£639.95
80 Meg Combo	£659.95
120 Meg Combo	£729.95
213 Meg Combo	£919.95

GVP HC8 1500/2000

52 Meg Internal	£264.95
80 Meg Internal	£329.95
120 Meg Internal	£394.95

Ram upgrades available for A530 Combo and HC8 internal – Phone for details.

WITH OUR PRICE BLASTER PLEDGE WE CANNOT BE BEATEN ON PRICE–ORDER NOW

9am – 8pm ORDER HOTLINE...

0234-214212

MAIL ORDER BARGAINS START HERE!

1

DYNAMITE



SERIOUS SOFTWARE & HARDWARE APPLICATIONS

SCANNERS

Award winning Power Scanner with latest version 3.0 software.

Extra value pack 1. Includes Wordworth V1.1. Word-processing Package (RRP £129.95)
ONLY.......................... £99.99

Extra value pack 2. Same Scanner including Paint Pack comprising Deluxe Paint 3 and Photon Paint 2 (RRP £139.95)
ONLY.......................... £99.99

Colour Scanner available with either of above packs
ONLY £239.99

MUSIC

Music X Junior £9.99
Music X Vers 1.1 .... £17.99
Pro Midi 4 Port Interface £14.99
Rombo Megamix £24.99
GVP Sound Studio £49.99

VIDEO

Scala 500 .... £69.99
Scala Professional £179.99
Take 2 (New enhanced vers) .. £39.99
Vidi-Amiga 12 .... £74.99
Vidi-Amiga 12 + Megamix ... £96.99
Rocgen £84.99
Rocgen Plus £114.99
Rocgen Rockey £264.99

ART

Deluxe Paint II £4.99
Deluxe Paint III £9.99
Deluxe Paint IV £54.99
Spritz Paint £4.99
Photon Paint £4.99
Photon Paint 2 .... £9.99

WORD PROCESSING/DTP

Kindwords Version 3 .... £34.99
Final Copy 2 .... £59.99
Wordworth Vers 1.1 (Special Purchase) £39.99
Pagesetter 2 .... £39.99
Pro Page Professional £124.99
Saxon Publisher £179.99

UTILITIES/BACK-UP

X-Copy Professional £29.99
(includes Cyclone cartridge)
Action Replay – Latest vers £54.99
Amiga Release 2 .... £76.99
Blitz Amiga £18.99

ESSENTIAL ACCESSORIES

3.5" DS/DD DISKS

Bulk quality disks, 100% certified, complete with labels.
Box of 50 .... £19.99
Box of 100 .... £37.99
Box of 200 .... £69.99
Box of 500 .... £159.99
Box of 1000 .... £319.99

Branded precision disks made by top manufacture Dysan. All boxed in 10's complete with labels, shrink wrapped – top quality.
Box of 10 .... £4.99
Box of 20 .... £9.49
Box of 50 .... £22.99
Box of 100 .... £42.99
500 Disk Labels £4.99
1000 Disk Labels £7.99

DISK BOXES

10 Capacity Disk Box £1.29
40 Capacity Lockable Box £3.99
80 Capacity Lockable Box £5.99
90 Capacity 'Banx' £7.99
150 Capacity 'Posso' £15.99

CONTROL CENTRES

Manufactured by Premier Micro's – the leaders in solid control centres. Made from sheet steel and epoxy coated to match A500/A600.
Comprises of monitor platform plus shelf to store extra drives, etc. A500 version complete with extension leads for joystick/mouse ports.
A600 version £27.29
A500 version £32.99

MICE & TRACKER BALLS

Squik Quality Mouse £9.99
Roctec Mouse, ... £12.99
Golden Image Happy Mouse £18.99
Golden Image Brush Mouse . £23.99
Naksha Mouse £23.99
Golden Image Optical Mouse . £28.99
Zydec Trackerball £28.99
Golden Image Crystal Trackerball £35.99
8mm Mousepad £3.99
Optical Mouse Mat £8.99

QUALITY JOYSTICKS

QUICKJOY

SV119 JUNIOR TURBO
6 micro switches, twin fire ... £3.99
SV123 SUPERCHARGER
6 micro switches, autofire ... £7.99
SV126 JETFIGHTER
6 m/s, pilot grip, auto, S/M ... £9.99
SV125 SUPERBOARD
10 m/s, stopwatch, variable A/F, S/M £14.99
SV129 FOOTPEDAL
Ideal for Flying/Driving £19.99
SV133 MEGASTAR
Steel Shaft, 7 m/s, A/F, S/M £19.99
SV127 TOPSTAR
6 m/s, Pistol Grip, Heavy Duty £16.99

BONDWELL – QUICKSHOT

QUICKSHOT 1
Basic Leaf Switch £3.49
QUICKSHOT 2
Pistol Grip – Classic £4.99
QUICKSHOT 2 TURBO
Microswitch version £7.99
APACHE
Leaf switch, Pistol Grip £5.99
PYTHON 1M
Super Pistol Grip with m/s £8.99

CHEETAH

NEW CHARACTERSTICKS RANGE
Choose from:
BATMAN RETURNS, TERMINATOR 2, ALIEN 3 AND BART SIMPSON. Comes complete in amazing "MOVIE SET" GIFT BOX – IDEAL GIFT RRP £14.99 – SEE DIEGO'S SUPERSAVERS

CHEETAH 125+
Industry standard, robust l/s £6.99
MACH 1
Robus Microswitch, steel shaft £9.99
STARPROBE
Superb handling, m/s, steel shaft £11.99
THE BUG
Beautiful! Available in green/black £10.99
BOLLISTICK
Ergonomic hand held, gives NES/Megadrive owners a run for their money £6.99

SOFTWARE

TOP 20 CHARTBUSTERS

1. SENSIBLE SOCCER £17.99
2. ZOOL £17.99
3. CIVILIZATION £24.99
4. MONKEY ISLAND 2 .... £26.99
5. PUSHOVER £17.99
6. FORMULA 1 GP £24.99
7. PREMIERE £21.99
8. BEAST III £20.99
9. DUNE £21.99
10. ADDAMS FAMILY £17.99
11. FALCON £10.99
12. MAN. UTD £5.99
13. PGA TOUR+ £20.99
14. TEAM SUZUKI £5.99
15. GRAHAM TAYLORS £17.99
16. WIZZKID £17.99
17. ESPANA GAMES '92 ..... £20.99
18. SPACE CRUSADE £17.99
19. COOL CROC TWINS £17.99
20. STRIKER £17.99

EDUCATIONAL

FUN SCHOOL 2
Under 6 .... £6.99
6 to 8 .... £6.99
Over 8 .... £6.99

FUN SCHOOL 3
Under 5 .... £14.99
5 to 7 .... £14.99
Over 7 .... £14.99

FUN SCHOOL 4
Under 5 .... £14.99
5 to 7 .... £14.99
7 to 11 .... £14.99

KOSMOS LANGUAGES
French Mistress £13.99
German Master £13.99
Spanish Tutor £13.99
Italian Tutor £13.99

SUPER VALUE PACK
All four languages £29.99

NONE OF OUR COMPETITORS COME CLOSE–WHY PAY MORE?–ORDER NOW

9am – 8pm ORDER HOTLINE...

0234 214212

DYNAMITE BLASTS AWAY THE COMPETITION



Is the A1200 a brave step forward, too little too late or just a betrayal of the loyal Amiga-buying public? Nick Veitch puts it to the test.

A1200

WHAT DIFFERENCE?

If you haven't seen it in Dixon's yet then pop down and have a gawp. There's not much difference between the A600 and the A1200, except the latter is slightly wider, having to cope with – gasp – the return of the keypad.

Internally though, the new machine is very different. The whole custom chip architecture has been upgraded to the new AGA standard, discussed in greater detail in last month's A4000 review. Basically, the changes are all to do with the graphics modes. The AGA chipset supports all the resolutions available under ECS (as found on WB2.0 machines) but with a standard colour resolution of up to 256 colours from a palette of 16.77 million. This means that there are now 8-bitplanes of data to play with instead of six.

There is also a new HAM mode which gives a total of 262,000 colours from 16.8 million. Enough so that it's hard to tell the difference between it and true 24-bit images (unless you have good eyesight or a very nice monitor).

The new version of Workbench, again discussed in greater detail last month, is on the surface not that much of a change from 2.1, or even 2.04. However, it is different enough so that the corresponding Kickstart ROM is going to cause compatibility problems. Commodore are quoting vague figures of around 50-60% incompatibility with old software, but this is including titles that have been around since the early days of the A500. A more realistic figure is that around 85% of titles released in the last year will be compatible.

The main problem is that the hardware has changed so much. It is in effect an almost completely new machine that just happens to run on an updated version of an old operating system. The changes also mean that although the compatibility problems will arise mostly with games, a greater percentage of 'serious' software will be effected.

IS THE A500/500PLUS/600 DEAD?

Many people are already complaining that they have been duped into buying A600s because there was no great amount of warning about the A1200's launch. The fact that the A1200 is now selling at the same price a lot of people paid for an A600 only a few months ago is rubbing salt into the wound a bit.

Whatever the fortunes of the new machine, the old machines will still be supported. Take a look at the figures. In the Christmas period Commodore

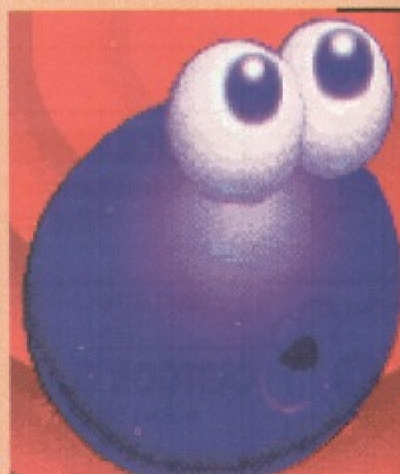
A1200 GAMES

So what does this mean for Amiga gamers? Are we going to be swamped by lightning fast, 16 million colour flight simulations, or are the games companies going to play safe and go for A600 compatibility, ignoring the 1200's updated circuitry?

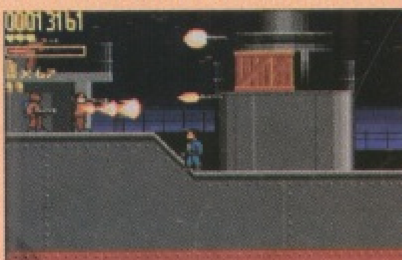
The potential is certainly there for some mindblowing games. It's the advances in the CPU and graphics departments that are going to make the most difference. Now that the processor and memory chips are 32-bit, rather than 16-bit, they'll be able to talk to each other much faster than before. This will be especially apparent on 3D vector games, flight sims for example, which could be substantially faster and smoother than anything yet seen on an Amiga. It could be time to kiss goodbye to the barren green plains, triangular mountains and paper darts that have been the hallmarks of flight sims for the past decade. Say hello to speedy light-sourced, texture-mapped F-15s, rolling countryside and fractal clouds. A little ambitious maybe, but give it time...



As for console-beating coin-op conversions, the A1200 gives programmers plenty of scope. Along with the new processor, the graphics chips have been upgraded. The simultaneous 262,000 colour mode won't be of much practical use in games, apart from static title screens and so on, due to the loss of speed that results from manipulating eight bitplanes of data. Even so, the 16.8 million colour palette will come in handy, even on the lower-rated screen modes. With the maximum sprite width now taken up to 64 pixels, and the hardware lending a big hand in parallax scrolling duties, we could be in for some top notch arcade treats.

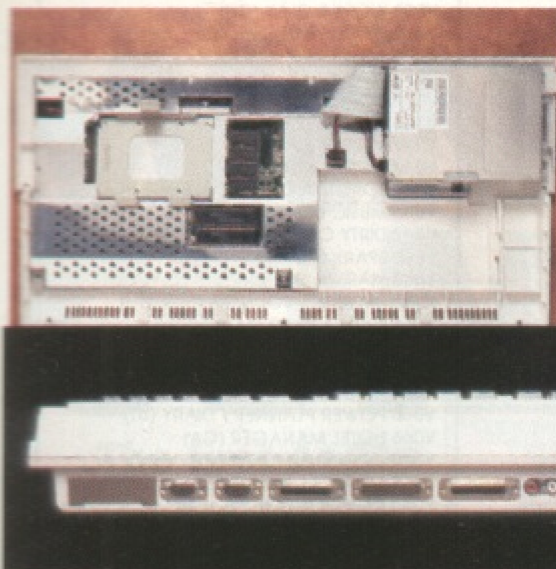


It's early days yet, but already things are looking promising. Ocean, Microprose, Gremlin, System 3 and Mindscape have all pledged their support for the new Amiga, promising new games written specifically for the A1200 early in the new year, with enhanced versions of current releases due to hit the streets before Christmas. Here's a rundown of the first batch of enhanced A1200 games, all scheduled for release within the next month or so.



OCEAN

Lethal Weapon III: Ocean's conversion of the Lethal Weapon trio of films is another of their favoured multi-level platform games.
WWF II: More grappling japes with all your favourite American wrestlers.
Cool World: A colourful arcade adventure set in a parallel cartoon world.



are only manufacturing 30,000 of the new machine. If those all sell that will still mean approximately 1.5 million A500s and A600s against 30,000 A1200s, a ratio of fifty to one. Even if sales of the A1200 take off dramatically there will still be a huge base of machines out there.

Since there is no easy upgrade path for the ECS machines to an AGA machine it is likely that Commodore will not support the 'pre-thousands' as they will do the new machines – but who cares. All the best support comes from third party manufacturers anyway, and since the A1200 has the same ports as the A600 most devices will be compatible between these machines anyway.

The A600 is not going to stop selling because it is now cheap enough to begin an assault on the console market.

CRISIS? WHAT CRISIS?

The question that everyone was keen to have answered is whether the A1200 can match up to Atari's Falcon, or whether the old ST v. Amiga battle is about to restart in earnest.

Well, from this side of the computer fence there is not much to worry about. Yes, the Falcon does have a 68030 compared to the '020 in the A1200. Yes, the Falcon does have more memory as standard. Yes, the Falcon does have a very nice sound processor which easily out-performs the humble 4-channel 8-bit job that has been with the Amiga since the dawn of modern computing.

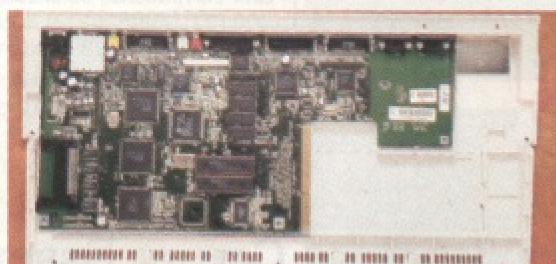
Unfortunately for Atari, the Falcon is also far too expensive. There have been a few raised eyebrows at the recent Amiga price changes, all seeming very reminiscent of the A500 versus the 512ST but with positions reversed. The introduction of the Falcon may have prompted CBM to have another look at their strategy, but the Amiga is so clearly an established brand with great expansion capability that the Atari is no more threat than a turbo-charged Skoda would be to sales of the Ford Sierra.

WHERE NEXT

As is traditional in a review of a new machine we start asking what secret developments are already underway for the future. Wherever will Commodore go next? Well, it's probably safe to say that there will be no new launches until 1993! The next machine we are likely to see in this country is not an Amiga as such, but a redeployment of the CDTV.

The mark 2 is likely to be a console beater, since the Nintendo and Sega guys are looking in that direction. It is possible that this machine will use surface mounted technology and feature the new AGA chipset as well as an '020 processor. In fact, it would turn out rather like an A1200 with a CD drive.

On the Amiga front the AAA chipset is already under development. This early it would be pointless in trying to sort out which features that have been discussed will make it to the final product.



TECH SPEC

This is the final specification of the A1200, now available near you...

Processor: the CPU is the 68020 chip, clocked at 14.19 MHz. There is an optional slot for a 68881/68882 maths co-processor but it is recommended that this be factory installed. The bare machine is approximately five times faster than a standard A600.

FAST memory: There is no fast RAM installed on the base machine, but a 4Mb upgrade can be fitted to the CPU slot (32-bit RAM) and 4Mb via a smart-card in the PCMCIA slot

Chip memory: 2Mb of DMA access memory, either on the motherboard or on the board and in the trapdoor.

Internal Interfaces: 150-pin local bus CPU slot, as in A4000. Also a 40-pin IDE hard-drive locator and a frame for a 2.5 inch IDE drive (though none are available with a hard-drive yet).

Clock: Optional battery backed clock, as A600

External interfaces: As the A600, including modulator output, PCMCIA slot and redesigned trapdoor port.

Workbench/Kickstart: 512k in a 32-bit ROM including Kickstart 3.0 – running Workbench 3.0

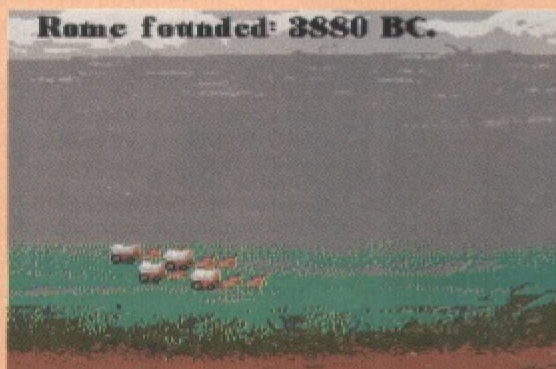
CUSTOM CHIPS: Lisa, Alice, Paula and super Gary operating on an internal 32-bit DMA channel. Graphics operation increased in speed by four times that of the original Amiga.

COMMODORE £399

'The dawn of a new Amiga age of excellence. The new machine offers outstanding value too.'

EASE OF USE	86%
VALUE FOR MONEY	88%
EFFECTIVENESS	80%
FLEXIBILITY	78%
INNOVATION	90%
OVERALL	**85%**

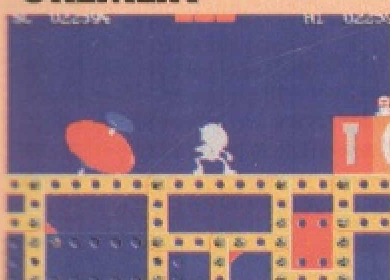




MICROPROSE

Civilisation: Take on the mantel of The Almighty as you create and maintain your very own civilisation. The main improvement is the use of 256 colour screens, as on the PC.

GREMLIN



Zool: Touted as a *Sonic*-beater – put through the A1200 treatment, it might just live up to the claim. Smoother scrolling and a parallax backdrop have been added for the A1200

Nigel Mansell: Destined to become a nostalgic reminder of the wonder year, this F1 simulator could still burn some serious rubber.

SYSTEM 3

Putty: The metamorphing ball of squidge gets even squidgier in 32 bits.

MINDSCAPE

Battletoads: The toads prove you don't need anchovy pizzas and names of renaissance painters to get heavy with the baddies.

Wing Commander: A masterpiece on top-end PCs, this epic space adventure will really test Commodore's new hardware.

The Miracle: Mindscape's combination of software and a half-size synth piano keyboard will shortly be available in 32 bits.



Crazy Joe's

AMIGA PUBLIC DOMAIN SOFTWARE
Crazy Joe's, Dept.CU12,
145 Effingham Street,
Rotherham, S. Yorkshire S65 1BL

CREDIT CARD ORDERS
(0709) 829286
FAX YOUR ORDER ON
(0709) 838068

This is just a small selection of the Amiga P.D. we have available.Details of the whole library may be found on the catalogue disk.

DISK PRICES (per disk)
1 - 9 disks . . . £1.25 each
10 or more . . . 99p each
Catalogue Disk 99p
Fish Disk Catalogue 99p

POSTAGE
Price includes postage in UK
Europe (inc. Eire) add £2.50
Rest of World add £4.00
Overseas orders sent Air Mail
PAYMENT IN STERLING PLEASE!

KEY TO ABBREVIATIONS
(2) = Number of disks in set
(2D) = 2 drives
[NP] = NOT A500 Plus or A600

WE BUY & SELL NEW & USED CONSOLE GAMES - stamped addressed envelope for details!

VISIT OUR SHOP Commercial games, accessories, blank disks, Public Domain, etc. Monday to Saturday 09.30 - 17.30

GAMES

2011 Twintris
2013 Zeus
2015 Yelp!
2016 Downhill Challenge
2018 Wizzy's Quest
2050 Insiders Club
2155 Ghostship
2167 Llamatron
2177 Nicklaus Data Disk 2 - Linford
2178 Sky Flyer
2183 Revenge of Mutant Camels
2184 Tomcat
2185 Quik & Silva
2188 Card Sharp
2192 Storyland 2
2196 Assassins Games 14 (NP)
2198 21 Games
2222 Challenger (NP)
2223 Landmine / Sub Attack
2226 Mine Clearer / Scud Buster
2227 Bounce & Blast
2228 Question Tort
2235 Beast
2236 Escape
2241 Super Skoda Challenge
2243 E-Type
2244 Survivor
2249 SIC
2251 Orb-It / Vingt et un
2252 Smash TV Rip-off (NP)
2253 Contact Number 1 (NP)
2255 Kingdom at War
2270 Cybernetix (NP)
2273 Blob
2274 Billy the Dragon
2275 Serene 3 : Final Battle
2277 Pest
2293 Mr. Brick
2294 Magnatron (NP)
2295 Rush Hour
2296 Pork A Pig
2297 Nebula : Wars of Uropa
2298 Super Pacman '92
2299 Ouch!
2300 Excalibur (NP)
2301 Property Market (NP)
2302 No Mans Land
2303 Operation Desert Storm
2304 Project 1
2305 Master of the Town (NP)
2306 Destination Moon
2307 Nadroj
2310 Go Looly!

USEFUL SOFTWARE

442 DPaint Fonts Disks (4)
632 MSH (MessyDOS)
642 C Manual
901 The Comms Disk
1022 AMOS Update 1.34
1095 Database Workshop (2)
1097 DPaint / PSetter Clip Art (2)
1117 Geneaology
1451 ElectroCAD
1545 SpectraPaint V3.0
1550 FlexiBase V2.0
1569 Language Tutor
1606 Database Master 2.0
1878 Textplus Shareware WP
1880 DCopy & Utilities
1893 DICE V2.06A
1896 Desk Bench (3)
1906 PageSetter Clip Art (8)
1914 Slideshow Construction Kit
1951 King James Bible (4)
1987 Quickbench
2012 Draw Map V2.3D
2174 Anti-Virus V3.14
2180 Text Engine V3.0
2181 Amiga Fox DTP
2182 Window Bench (NP)
2186 Perm Check
2189 Print Studio V1.25
2190 Picture Convertors
2195 BBase 2
2197 UniCopy V1.0
2200 Little Bench (Plus only)
2202 Tarot 2 (2) (NP)
2220 Dungeon Map V1.0
2221 Amigazer V3.0
2224 Landscape (NP)
2225 Budget
2229 MED V3.2
2230 Mega Monitor V3.2
2231 Hardware Hints Vol.1
2232 Hardware Hints Vol.2
2233 Opti Comms 2
2234 STD Code Finder
2237 Term V1.9C (WB 2 only)
2242 8-Colour Icons
2247 Slideshow Creator
2248 EdWord
2254 AMOS Compiler Update V1.34
2256 Race Rater V1.6
2257 Cyclops V1.0
2259 Magnetic Pages V1.3
2276 DLab
2314 The Animation Construction Kit

Deja Vu Licenceware £3.99 each

(S.A.E. for full list plus descriptions)
GA=Game UT=Utility CH=OK for kids

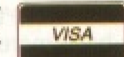
V004 THINGAMAJIG (CH)
V008 WORK & PLAY (CH)
V010 WORD FACTORY (CH)
V013 JIGMANIA (GA)(UT)
V014 PLAY IT SAFE (CH)
V017 DOG-FIGHT II (GA)
V028 BUDDBASE (UT)
V029 BIG TOP FUN (CH)
V042 X-STITCH (UT)
V044 FORMULA ONE CHALLENGE (GA)
V045 MUSIC BOX (CH)
V047 DIRTY CASH (FRUIT MACHINE)
V048 SPARX STOCKING FILLERS (GA)(CH)
V049 MARVIN THE MARTIAN (GA)(CH)
V051 MAGICAL YOUNG ARTIST (CH)
V055 SPRITEX V1.32 (AM)(UT)
V056 CTEXT V1.3 (AM)(UT)
V059 PREHISTORIC FUN (GA)(CH)
V064 RESCUE II (GA)
V065 POWER PLANNER / DIARY (UT)
V066 HOTEL MANAGER (GA)
V068 VIRUS BUSTER V2.2 (UT)
V069 MAGICAL MIX-UP (GA)
V070 PAINTBOX (CH)
V071 BATTLECARS (GA)
V072 MONSTER ISLAND (GA)(CH)
V073 AMOS DATABASE V4.0 (UT)
V075 VIDEO LAB V1.0 (UT)
V077 POWERBASE V2.1 (UT)
V079 MUSIC ENGINE (AM)
V081 POOLS PRO V1.2 (UT)
V082 COLOURING BOOK 2 (CH)
V083 PICTURE HANGMAN (GA)(CH)
V084 GUESS WHO (GA)
V087 PUZZWORD (GA)
V089 SKYBASE 22 (GA)
V090 CONCERT BOX (UT)(CH)
V091 FUN TO LEARN (CH)
V094 ALL SQUARE (GA)
V095 KIDDIES CLIP ART 2
V096 MAGIC WASSOCKS 2 (GA)
V098 POWERTEXT V1.02 (UT)
V099 PEG A PICTURE (CH)
V100 SPRITE EDITOR +II (UT)
V101 MORSE CODE TUTOR (UT)
V102 DISTANCE ESTIMATOR (UT)
V103 GADGE 1 (GA)
V104 MONEY MONITOR (UT)
V105 SUPER SKODA REVENGE (GA)
V106 ORGANISERI (UT)

Mail Order Express Distribution.

ZOOL £15.99

SILLY PUTTY £15.99

P.O. Box 95, Woodford Green, Essex IG8 OPH



Call us on 081 559 1704. or 081 504 8377. 7 days 8.30am - 10pm

3D Construction Kit	£17.95
Addams Family	£14.50
Adventurers	£15.99
Air Warrior	£21.99
Alcatraz	£15.99
AMOS Professional	£44.99
Archer Macleans Pool	£15.99
Aquatic Games	£15.99
B17 Flying Fortress	£21.99
Bandit King	£15.99
Beast 3	£15.99
Black Crypt	£15.99
Captive	£07.99
Carl Lewis Challenge	£15.99
Championship Manager	£13.99
Cisco Heat	£12.99
Civilisation	£21.99
Conquest of The Longbow	£18.99
Cool Croc Twins	£15.99
Crazy Cars3	£15.99
Cruise for a Corpse	£15.99
Dark Queen of Krynn	£20.99
Deathbringer	£12.99
Dizzy's Excellent Adventures	£14.99
D Generation	£09.99
Doodlebug	£15.99
Dojo Dan	£15.99
Dune	£18.99
Dyna Blasters	£18.99
Easy Amos	£21.99
Epic	£15.99
Espana Games '92	£15.99
Exterminator	£08.99
F15 Strike Eagle 2	£15.99
Fire & Ice	£15.99
Flames of Freedom	£14.99
Formula 1 Grand Prix	£21.99
Gobliins	£15.99
Guy Spy	£17.99
Head to Head	£21.99

Heimdall	£13.99
Heart of China	£21.99
Hook	£14.99
Humans	£18.99
Ishar	£18.99
Kick Off 2	£09.99
Kings quest 5	£18.99
Knights of the Sky	
Jaguar XJ220	£11.99
Jim Power	£15.99
Kick Off 2	£9.99
Knights of the Sky	£21.99
Leisure Siut Larry 5	£22.99
Lemmings Twin Pack	£18.99
Lineker Collection	£13.99
Links	£22.99
Links Bountiful	£13.99
Links Firestone	£13.99
Lotus 3	£15.99
Lotus Turbo challenge 2	£13.99
Lure of the Temptress	£19.99
Max Compilation	£13.99
Megalomania	£11.99
Megasports	£15.99
Monkey Island	£15.99
Monkey Island 2	£22.99
Nigel Mansell Formula 1	£18.99
Nova 9	£22.99
Pacific Islands	£21.99
Parasol Stars	£14.99
Player Manager	£09.99
Police Quest 3	£22.99
Populous 2	£17.99
Pools of Darkness	£20.99
Premiere	£18.99
Prince of Persia	£10.99
Pro Tennis Tour 2	£15.99
Pushover	£14.99
Putty	£15.99
Quest & Glory	£17.99
Quest for Glory 2	£25.99

Realms	£10.99
Red Zone	£15.99
Risky Woods	£15.99
Rolling Ronny	£11.99
Sensible Soccer	£15.99
Shadow of The Beast 3	£18.99
Shuttle	£22.99
Special Forces	£21.99
Striker	£15.99
Supremacy	£10.99
Tennis Cup 2	£15.99
Thunderhawk	£12.99
Titus The Fox	£9.99
The Manager	£17.99
Utopia	£11.99
Utopia Data Disk	£09.99
Vikings	£15.99
Vroom	£15.99
Vroom Data Disk	£13.99
Wizkid	£15.99
Zool	£15.99

BUDGET TITLES

A.D.S.	£07.99
A.T.F.2	£07.99
DISC	£05.99
F16 PILOT	£07.99
FALCON	£12.99
FALCON MISSION1	£08.99
FALCON MISSION 2	£08.99
BUY ALL THREE FALCON PACKS	£25.99
FINAL COMMAND	£05.99
JUPITER MASTERDRIVE	£05.99
M4 SHERMAN	£05.99
MYSTICAL	£07.99
NORTH AND SOUTH	£05.99
OPERATION COMBAT	£07.99
PANZA KICK BOXING	£05.99
STREETFIGHTER	£05.99
SUPAFLEX	£05.99

P&P on all software only £1.00

DISKS 3 1/2"

25	11.30
50	20.50
100	36.90
200	68.95
300	103.45
500	167.50

All Disks come With Labels P+P included

DISK BOXES

3.5 Inch 20 capacity	1.50	50p
3.5 Inch 100 capacity	4.75	£1.00
150 Capacity Posso	13.49	£2.00
3.5 inch 250 Capacity	22.99	£3.00

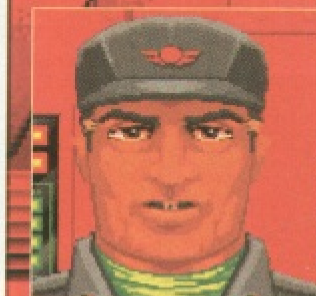
ACCESSORIES

		P+P
Zydec External Drive	£47.99	£3.00
Zydec Zy-Fi Speakers	£33.99	£3.00
Zydec Handy Scanner	£92.99	£3.00
Zydec Virus Protector	£5.99	25p
Alfa Data Trackerball	£22.99	£2.00
Alfa Data Crystal Trackerball	£32.99	£2.00
Alfa Data Megamouse	£15.99	£1.50
1/2 meg Upgrade w/clock	£21.95	£1.00
14 Inch Monitor Stand	£9.99	£1.50
Mouse Pockets	£1.45	25p
Mouse Mats	£1.99	25p
Mouse Covers	£1.99	25p
Cleaning Kits	£1.45	25p

WING COMMANDER



The first A1200 games are starting to appear. Tony Dillon casts an exclusive eye on one of the new generation.





IT CAN'T, CAN IT?

Wing Commander is a game spoken of in hushed voices. A game revered the world over. A game that single-handedly brought thousands of PC and PC clones into people's homes. In fact, it can be said that *Wing Commander* did for the PC market what *Mario* did for Nintendo. Why? Because it is, without a doubt, one of the most impressive games ever released – visually in particular, and it was because of this that so many PC outlets just set a fast, high specification PC in their window, and let *Wing Commander* draw the crowds and, eventually, the profits as people decided that it was 'the' game to have. Commodore and Mindscape have made it the key release for their new machine, and who can blame them?

On a very basic level, *Wing Commander* is a 3D space shoot 'em up, like Activision's *Warhead* or *Elite* without the trading. At its highest peak, it's a computer generated space opera, with every bell and whistle possible. The story goes something like this. An evil race of aliens (aren't they always), that go under the name of the Kilrathi, are trying to take over the galaxy that your squadron is based in. You, as pilot of a pretty sleek combat spacecraft, have been called upon to go out there and force the scum back where they came from. That's the overall aim, yours is just to stay alive to fight tomorrow.

GOING TO THE MOVIES

The big selling point, which makes what would be a very average game into a superb piece of computer architecture, is the cinematic way in which the game is presented. I'm not talking cinematic in the way that Cinemaware games are presented, I'm talking about the completeness of the game. Everything in the game, visually and aurally, adapts as the story unfolds, giving you the impression that every mission you fly, that every screen and menu you enter, plays a small role in the grand scale of things, rather than just a set of missions going under the banner of a campaign.

Before you can do anything though, it helps to have a drink in the bar and meet some of the people you'll be flying with. Each mission puts you out in the action with two wingmen, and while these might not always be the people you chat with before the mission, you'll still learn a lot to your advantage. It seems like everyone has been flying a lot longer than you, as they impart all manner of advice and knowledge including known flight patterns and strategies of different enemy craft, right down to the best directions to attack from. As the game goes on, you'll be able to build up quite a portfolio of information, so as the missions get harder, so do you.

Chats out of the way, you enter the briefing room for details on the next mission. Usually, this will entail flying from the Tiger's Claw (your home base) to a specified area of space and taking out an invading threat. Simple enough. But it's really at this point that you start to notice the effort that's gone into making the game look like a film. The view pans in perfect parallax from the commander to the battle plans on the wall behind him, and then cuts to the faces of the crew you're flying with. Then comes some short animated sequences as pilots head for their ships, and then it's out into space.



As you take part in a mission, messages are constantly flashed up on screen to help give you some idea about what's happening. There's even the option to taunt your enemy with a few well chosen insults.

SPEEDY SPACE

Wow! Wow! Wow wow wow! If this is the game that they said couldn't be done on an Amiga, then up your nose with a rubber hose. *Wing Commander* is easily as good as a 386 version of the PC game. It's fast, it's very smooth and extremely convincing. These are, without a doubt, the best graphics of this kind ever seen on an Amiga.

CROSS HATCHING For the sake of speed, the graphics were totally downgraded from the impressive 256 colour sprites of the original to 16 colour bitmaps for the Amiga. Anyone who has tried to animate in HAM knows how much of a speed difference this makes, but as you can see from the pictures here, the game looks nothing but impressive. Apparently, for owners who use the modulator plugged into a TV, the game looks even better, as the slight blurring of a TV screen covers up the cross-hatching used to create different shades.

If you have an A1200 already, and want to make use of its extensive palette, then you'll be pleased to hear that there are plans afoot to release an A1200 only version in the new year that will reinstate the amazing 256 colour palette and show off the game as it was originally intended.



HORNET – During the game there are four different craft to pilot. Here's the first – it's for beginner's only so be warned.

RAPIER – This is the fastest of all four ships and is probably the best general all-round fighter of the lot.

RAPTOR – Now this is more like it! For the cowards in us, this one has very heavy shielding, is fast and packs one hell of a punch.

SCIMITAR – This ship is about as fast as a Skoda. Although a medium class fighter it's got very little shielding and hardly any arms.



Of course, you don't fly solo missions as your fellow pilots are on hand to help out when things get tough. Taking part in a dogfight is great fun, especially when another pilot comes in for the kill.





Don't get too cocky as your ship is far from indestructible. Once you've taken a fatal hit, an animation sequence kicks in showing your ship exploding in a pyrotechnic light display. Conversely, should you do well, there's another sequence that shows you being rewarded with a medal of honour from your superiors.

If you've looked at the screenshots on these pages, you'll already have noticed something special about the game. All the graphics of the outside world are bit-mapped like sprites instead of the more standard polygon based images. By using some very clever coding, minimum memory is used as the graphics are rotated, shrunk, enlarged and generally tossed about to give a very realistic view of space. On a machine like this, it's fast too – as fast as most vector simulations. Looking like this, you can't help but close your eyes briefly as an explosion fills the viewscreen. I can't emphasise enough how good the graphics are. All I can say is that it's worth getting an A1200 just to see this game in action.

If that wasn't enough, the sounds are fairly awesome too. The PC version featured hundreds of hours of music, and the Amiga version hasn't missed a beat. The idea is that the music is playing all the time, and changes to suit what's happening. Obviously, there are different snatches for mission briefing, sitting in the bar and boarding the ship, but how about music in battle that emphasises how the situation is going. If things are in your favour, the music will be charging and encouraging, if all is against you and your prospects look bleak, the music will darken. It's an impressive effect, and one that works better than anything before it.

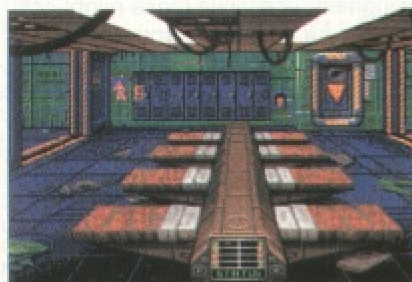
CONCLUSION

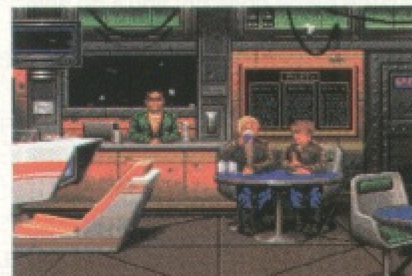
This is a very playable game. As a flight sim, it's very basic, with simple left/right and up/down scrolling the display rather than moving around in it. Fire button fires bullets and space bar releases missiles. With minimal other keyboard controls such as thrust and auto-pilot, it takes no time at all to get into it. Yes, it's a lot more arcade based than it first appears, but it's a lot of fun. *Wing Commander* is a perfect example of what the A1200 can do. This is only the beginning.

A600 VERSION For A600 owners, I'm afraid it's a different story. The game is exactly the same in effect, with exactly the same plot, storyline and touches. You'll need 1Mb of memory to run it, at least, and a hard drive is seriously recommended if you don't want to lose too much speed. You will be able to run it from floppy, but as the finishing touches are only beginning to be added to the A600 version at time of writing, I can't tell you how much of a difference it will make. By using some clever coding, author Nick Pelling has been able to cram a massive 1.5Mb on a single floppy, so the chances are that there won't be any more than two or three disk swaps per mission, but we'll wait and see.

In terms of still graphics, the game will look exactly the same. It has been written to run on all formats, so the same 16 colour graphics will apply. Similarly, the game will contain all the same music and sound effects, so you won't lose out there either.

Where you will lose out is in speed, obviously. The poor A600 hasn't the processor speed to handle some of the heavy calculations involved in rotating and resizing all the bitmap graphics in the game, so it all chugs along at a fairly slow rate. This does detract from the action, so if you really want to play this, you'd be better off investing in an accelerator board for your machine.





The seedy space-station bar is where you can pick up a lot of vital information about forthcoming missions.

buyers guide

release date:	November
genre:	Space Sim
team:	In house
controls:	Joystick/keyboard
numbers of disks:	3
number of players:	1
hard disk installable:	Yes
memory:	1mb

Mindscape £34.99

“A classic PC title set to become a milestone in Amiga history.”

GRAPHICS	93%
SOUND	90%
LASTABILITY	88%
PLAYABILITY	86%

OVERALL 89%

SPECIAL OFFERS

TITLE	PRICE	TITLE	PRICE
Back to the Future II	6.99	Magic Hammer)	4.99
Back to the Future III	6.99	James Pond	5.99
Cricket Imeg	9.99	Combo Racer	5.99
D. Double Horse Racing	5.99	Toyota Celica	5.99
Dragon Spirit	4.99	Resolution 101	5.99
Escape Planet Robot Monsters	4.99	Hitchikers Guide	7.99
Hard Drivin'	4.99	Computer Hits II	9.99
Kick Off and Extra Time	5.99	New Zealand Story	5.99
Kick Off II (Meg)	9.99	Lombard RAC Rally	5.99
Pacland	4.99	Manix	5.99
Pacmania	4.99	Ghouls & Ghosts	5.99
Stack Up	2.99	Double Dragon II	5.99
Steve Davis	5.99	Super Off Road	7.99
Tank Attack	5.99	Voodoo Nightmare	5.99
Frenetic	9.99	Venus Flytrap	5.99
Warzone	9.99	Rick Dangerous	5.99
Pegasus	9.99	Captive	9.99
Ultima V	9.99	Big Box (10 Games)	15.99
Wolfpack	9.99	Batman the Movie	5.99
16 Bit Hit Machine (Supercars, Skidz, Switchblade, Axel's		Ultimate Golf	5.99
		Chase HQ	5.99
		VIZ	7.99



INCORPORATING



SPECIAL OFFERS

TITLE	PRICE	TITLE	PRICE
Shadow of the Beast	5.99	Midwinter	9.99
Magnetic Scrolls	12.99	Flames of Freedom	9.99
4D Boxing	7.99	Hudson Hawk	9.99
4D Driving	7.99	Smash TV	9.99
Rugby World Cup	7.99	Titus the Fox	9.99
Intact	2.99	Crazy Cars III	14.99
Turtles	4.99	Crime Does Not Pay	4.99
Shadow of the Beast II	7.99	Heimdall	14.99
World Series Cricket	10.99	Hot Rubber	7.99
Jimmy White Snooker	14.99	Harlequin	13.99
Manchester United	7.99	Life and Death	9.99
S.E.U.C.K.	7.99	TV Sports Baseball	9.99
Super Cars	7.99	TV Sports Boxing	9.99
3D Tennis	7.99	D-Generation	9.99
BSS Jayne Seymour	7.99	Space Crusade	12.99
Fools Errand	7.99	Lotus II	12.99
Puzzle Gallery	7.99	Jaguar XJ220	12.99
Living Jigsaws	7.99	Hero's Quest	14.99
Fairy Tale Adventure	7.99	Air Combat Aces	14.99
Lords of Chaos	7.99	Air Sea Supremacy	14.99
UMS II	9.99	10 Great Games	14.99
Space Gun	9.99		

8A Acorn Business Centre, Cublington Road, Wing, Leighton Buzzard, Beds LU7 OLB
ORDER HOTLINES: **0296 688222 & 682277   Gen. Enq.: 0296 682248   FAX: 0296 682290**

AMIGA TOP 100

Title	Members Price	RRP
A 320 Airbus	22.99	35.99
Air Warrior	22.99	34.99
Another World	16.99	25.99
Apidya	16.99	25.99
Aquatic Games	16.99	25.99
Arsenal FC	16.99	25.99
Archer Macleans Pool	17.99	25.99
Ashes of Empire	22.99	34.99
Assasin	16.99	25.99
A-Train	24.99	39.99
Bat 2	22.99	34.99
Battle Isle	19.99	30.99
Battle Isle Scenery Disc	14.99	19.99
Battle Toads	16.99	25.99
Big Box 2	19.99	29.99
Birds of Prey	19.99	30.99
Board Genius	18.99	29.99
B17 Flying Fortress	22.99	34.99
Carl Lewis Track & Field	16.99	25.99
Celtic Legends	19.99	30.99
Chaos Engine	16.99	25.99
Civilisation	22.99	34.99
Covert Action	22.99	34.99
Curse of Enchantia	22.99	34.99
Daemonsgate	22.99	34.99
Dizzy Collection	16.99	25.99
Dune	19.99	30.99
Dungeon Mastr/Chaos	19.99	29.99
Dynablaster	19.99	30.99
Epic	19.99	30.99
Eye of the Beholder II	23.99	35.99
Fantastic Worlds	22.99	34.99
Fire & Ice	16.99	25.99
First Samurai/Meglomania	19.99	30.99
Floor 13	19.99	30.99
F15 Strike Eagle III	22.99	34.99
Formula One Grand Prix	22.99	34.99
Gunship 2000	22.99	34.99
Harpoon V1.2.1	22.99	34.99

Title	Members Price	RRP
Head to Head	22.99	34.99
Hero Quest	16.99	25.99
Hero Quest II	17.99	29.99
Hook	16.99	25.99
Humans	19.99	29.99
Indiana Jones Atlantis Adventure	19.99	30.99
Indiana Jones Atlantis Action	19.99	30.99
Ishar Legend of the Fortress	19.99	30.99
John Barnes	16.99	25.99
John Maddens	19.99	30.99
Kick Off 3	16.99	25.99
King's Quest V	25.99	39.99
Knights of the Sky	22.99	34.99
Knightmare	19.99	29.99
Legend	19.99	30.99
Leisure Suit Larry V	25.99	39.99
Lemmings II	20.99	30.99
Links	32.99	44.99
Lost Treasures of Infocom	27.99	39.99
Lotus III	16.99	25.99
Lure of Temptress	19.99	30.99
Mega Fortress	19.99	30.99
Microprose Golf	22.99	34.99
Monsterpack II	16.99	25.99
Moonstone	19.99	29.99
Myth	16.99	25.99
Nigel Mansells Championship	19.99	29.99
Oh No Not More Lemmings (add on)	13.99	19.99
Oh No Not More Lemmings (stand alone)	16.99	25.99
Ork	16.99	25.99
Pacific Islands	19.99	29.99
Parasol Stars	16.99	25.99
Perfect General	22.99	34.99
Pinball Dreams	16.99	25.99
PGA Courses	10.99	14.99
•PGA Plus	19.99	29.99
Pinball Fantasies	19.99	29.99

Title	Members Price	RRP
Plan 9	19.99	34.99
Police Quest III	25.99	39.99
Populus II	19.99	30.99
Power Pack 2	19.99	29.99
Premiere	19.99	29.99
Project X	16.99	25.99
Pushover	16.99	25.99
Putty	16.99	25.99
Railroad Tycoon	22.99	34.99
Risky Woods	17.99	25.99
Robocod	16.99	25.99
Robocop III	16.99	25.99
Secret of Monkey Island II	27.99	37.99
Sensible Soccer	16.99	25.99
Sensible Soccer 92/93	16.99	25.99
Shadow Lands	19.99	30.99
Shadow Worlds	16.99	25.99
Shuttle	23.99	35.99
Silent Service II	22.99	34.99
Sim Ant	19.99	30.99
Space Quest IV	25.99	39.99
Special Forces	22.99	34.99
Storm Master	19.99	30.99
Striker	16.99	25.99
Super Tetris	19.99	29.99
Robosport	19.99	29.99
Terminator II	16.99	25.99
The Addams Family	16.99	25.99
The Games Espana 92	19.99	29.99
The Manager	19.99	30.99
Troddlers	16.99	25.99
Ultima VI	19.99	30.99
Utopia	19.99	30.99
Utopia Data Disc	9.99	19.99
Vroom	16.99	25.99
Wing Commander 1	22.99	34.99
Wizkid	17.99	25.99
WWF Wrestling	16.99	25.99
Zool	16.99	25.99

EDUCATIONAL SOFTWARE AND ACCESSORIES

EDUCATIONAL

	Members Price
Adi English (11-12)+(12_13)	16.99
Adi Maths (11-12)+(12-13)	16.99
Answer Back Junior 6-11 (by Kosmos)	14.99
Answer Back Senior (by Kosmos)	14.99
Better Maths (12-16)	16.99
Better Spelling (8-14)	16.99
Compedium Six (6 Educational Programes) (4-12)	29.99
Fact File 500's All need Answer back Jnr – Senior	
Fact File 500 Spelling (6-11)	8.50
Fact File 500 Arithmetic (6-11)	8.50
Fact File 500 World Geography (11-Adult)	8.50
Fact File 500 General Science (11-Adult)	8.50
Fact File 500 Sports (11-Adult)	8.50
Fact File 500 First Aid (11-Adult)	8.50
French Mistress (by Kosmos)	14.50

EDUCATIONAL

	Members Price
Funschool 4 (under 5, 5-7, 7-11)	16.99
Funschool Specials – Spelling Fair (7-13)	16.99
Funschool Specials – Merlin Maths (7-13)	16.99
Funschool Specials – Paint & Create (over 5)	16.99
German Master (by Kosmos)	14.50
Italian Tutor (by Kosmos)	14.50
LCL Mega Math (A Level Course)	19.99
LCL Micro English (8 – GCSE)	19.95
LCL Micro French (8 – GCSE)	19.95
LCL Micro German (8 – GCSE)	19.95
LCL Micro Maths (8 – GCSE)	19.95
LCL Primary Maths (3-12)	19.95
LCL Reading Writing Course (3-12)	19.95
Maths Adventure (by Kosmos)	16.99
Spanish Tutor (by Kosmos)	14.50

ACCESSORIES

	Members Price
Amiga Dustcover	3.99
Amiga Mouse Mat	2.99
10 Bulk Disks 3.5"	5.99
25 Bulk 3.5" Disks	15.99
50 Bulk Disks 3.5"	24.99
De Luxe Workcentre –comes with Dustcover, Mousepad, Mouse Holder, Mouse/Joystick Cables	64.99
Fighter Joystick	5.99
Suzo Arcade Joystick	15.99
Quickjoy Topstar Joystick	15.99
Naksha Mouse	24.99
Optical Mouse	32.95
Squik Mouse	17.99

PROFESSIONAL SOFTWARE FOR YOUR AMIGA

ACCOUNTS

	Members Price	RRP
Arena Accounts	89.99	117.99
Cashbook Combo (by Digita)	45.99	79.99
Home Accounts 2 (by Digita)	35.99	54.99
System 3 (by Digita)	35.99	59.99
NEW Personal Finance Manager Plus	29.99	39.99

SPREADSHEETS

	Members Price	RRP
Advantage	69.99	102.99
Digita Digicalc	27.95	39.99
Interspread	29.99	49.99
Maxiplan V4	39.99	49.99
NEW Professional Calc	125.99	159.99

DATABASES

	Members Price	RRP
Superbase Personal 2	24.99	102.99
Interbase	29.99	49.99

DESKTOP PUBLISHING

	Members Price	RRP
Pagesetter 2.0	42.95	59.95
Pagestream V2.2	134.99	204.99
NEW Professional Page V3.0	169.99	249.99
NEW Hot Links	49.99	69.99

EFFECTS/PRESENTATION/ TITLING

	Members Price	RRP
Broadcast Titler 2	159.99	255.99
NEW Presentation Master	159.99	234.99
Scala 500	74.99	99.99
Scala 1mb	159.99	264.99

WORDPROCESSORS

	Members Price	RRP
Excellence 3	59.99	79.99
Interword	24.99	49.99
NEW Penpal V1.4	35.99	49.99
Prowrite V3.3	94.99	142.99
Protext V5.5	101.99	152.99
Quickwrite V2	39.99	52.99
Scribble	29.99	39.99
Transwrite 2	24.99	39.95
NEW Kindwords 3 (plus compatible)	34.99	49.99
NEW VERSION Wordsworth V2.0	74.99	129.99
NEW Final Copy 2	74.99	99.95

MUSIC/SOUND

	Members Price	RRP
Amas 2	69.99	99.99
Audiomaster 4	44.99	59.99
Audition 4	39.99	49.99
Audio Engineer Plus	169.99	204.99
Bars & Pipes Professional	198.99	299.00
Dr. T's Copyist Apprentice	84.95	99.99
Dr. T's KCS Level 2 V3.5	209.99	279.99
Dr. T's Midi Recording Studio	48.99	61.99
Dr. T's X-OR	189.99	219.99
Deluxe Music Construction Set	52.99	72.99
Superjam	79.99	99.99
NEW Studio 16	379.99	469.99
NEW VERSION Technosound Turbo (with leads + updated manual)	29.99	39.99
NEW Megamix Master	29.99	39.99

ASSEMBLERS/COMPILERS/ LANGUAGES

	Members Price	RRP
Amos The Creator	32.99	49.99
Amos 3D	21.99	34.99
Amos Compiler	18.99	29.99
Amos Proffessional	44.99	69.99
NEW Easy Amos	27.99	34.99
Devpac 3	49.95	69.95
Hisoft Basic	56.99	81.99
High Speed Pascal	74.95	99.95
Lattice C V6.0	229.99	299.99

3D/ANIMATION/ CAD/GRAPHIC

	Members Price	RRP
Art Department Professional 2.1	134.99	219.99
Digiview Media Station	129.99	179.95
Director 2	89.95	109.99
Draw 4D	145.99	199.95
NEW Expert Draw	49.99	69.95
NEW Expert 4D Junior	39.99	49.99
NEW Media Show	46.99	59.99
NEW Professional Draw 3	98.99	132.99
Turbo Print Professional	39.99	49.99
Real 3D Beginners	79.99	110.00
Real 3D Turbo	249.99	304.99
Take 2	42.99	49.99
NEW Vidi Amiga 12	79.99	99.99
NEW Voyager	69.99	89.99
Vista Pro. 2	49.99	69.99

HARDWARE/PERIPHERALS

	Members Price
Amiga 512K Upgrade (A500 plus compatible)	28.99
Amiga 500 plus 1mg Upgrade (Upgrades your Amiga to 2mg)	34.99
A500 External Ramboard with 2mg Rom	119.00
A500 External Ramboard with 4mg Rom	179.00
A500 External Ramboard with 8mg Rom	289.00
Amiga 600 Img upgrade	45.99
NEW Cross Dos V5	25.99
G. B. Route Plus	39.99
Kickstart Rom V1-3	29.99
Kickstart Rom V2-4	38.99
Cumana 3.5" 1meg External Drive	52.99
Rom Swapper (swaps between Kickstart 1-3+2.4)	18.99
Power Supply for your A500	39.00
Rocgen Plus Genlocks	129.99
Screen Beat Stereo Speakers	19.99
The Midi Interface	24.99
X-Copy Professional	29.99
Zydec Scanner	99.00

"NEW" MINI OFFICE

	Members Price	RRP
Mini office, the all in one home/office kit. Contains a Wordprocessor, Database, Spreadsheet, Utility Disk and Graphs. Special offer to all our members	42.99	59.99

FREE IF YOU SPEND £50 OR MORE FX MEMBERSHIP IS YOURS ABSOLUTLEY FREE INC DISK BOX. THIS IS A LIMITED SPECIAL OFFER SO PLACE YOUR ORDERS NOW! (ALL ITEMS FEATURED IN THIS ADVERTISMENT ARE AVAILABLE TO CLUB MEMBER ONLY ING FOR DETAILS)

NO OBLIGATION TO BUY

MEMBERSHIP DETAILS

NO OBLIGATION TO BUY

JUST ENCLOSE £7.50 ANNUAL MEMBERSHIP FEE WITH YOUR INITIAL ORDER AND RECEIVE THE FOLLOWING BENEFITS:

- FREE DISK BOX WORTH £8.99.
- SAVE HUNDREDS OF POUNDS ON RECOMMENDED RETAIL PRICES.
- UNBEATABLE SPECIAL OFFERS.
- FREE COLLECTORS CARD FOR EVEN MORE SAVINGS.
- 10% DISCOUNT ON GAMES AT OUR STAND AT COMPUTER SHOWS.
- JOINING A CLUB WITH MORE THAN 10,000 MEMBERS WORLDWIDE.

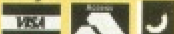
FREE!—WORTH £8.99



80 CAPACITY LOCKABLE DISK BOX

HOW TO ORDER

PLEASE Charge my Access\Visa\Switch No: .... Expiry Date: .... Switch Issue No: ....

ORDER FORM 

PLEASE SUPPLY ME WITH THE FOLLOWING

TITLE	PRICE
ANNUAL MEMBERSHIP ENCLOSED	£7.50
P&P	
TOTAL ENCLOSED	

DATE. ....

NAME. ....

ADDRESS. ....

....

....

....

POSTCODE. ....

TEL: ....

PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO FX DIRECT AND SEND TO THE ADDRESS ON OPPOSITE PAGE.

SOME OF THE ITEMS FEATURED MAY NOT BE RELEASED AT TIME OF GOING TO PRINT, BUT WILL BE DESPATCHED AS SOON AS THEY BECOME AVAILABLE.

UK ONLY PLEASE ADD £1.25 FOR THE FIRST ITEM AND AN EXTRA 50P FOR EACH ADDITIONAL ITEM. NEXT DAY DELIVERY AVAILABLE AT £3.50 PER ORDER. (OVERSEAS ORDERS WELCOME P&P DEPENDENT ON DESTINATION).

ROMFORD COMPUTER CENTRE

For all the latest Amiga products at serious prices write or call:

Romford Computer Centre (DeptCU)

72, North Street Romford RM1 1DA Tel: 0708 735006/7

Callers Welcome Mon-Sat 10.00am To 4.00pm

NON EC ORDERS PLEASE ADD £5 FOR AIRMAIL.

GAMES GAMES GAMES GAMES GAMES

Title	Price
3D CONSTRUCTION KIT 2	29.99
A320 AIRBUS	22.99
ADDAMS FAMILY	16.99
AIR WARRIOR	23.99
ALIEN 3	19.99
AMOS	32.99
AQUATIC GAMES	17.99
ARCHER MACLEAN POOL	19.99
ARSENAL FC	16.99
B17 FLYING FORTRESS	22.99
BIRDS OF PREY	22.99
BLACK CRYPT	16.99
BOARD GENIUS	19.99
CHAMPIONSHIP MANAGER	16.99
CHUCK ROCK 2	14.99
CIVILISATION	22.99
COVERT ACTION	22.99
CRAZY CARS 3	16.99
CURSE OF ENCHANTIA	16.99
DOODLEBUG	14.99
DUNE	19.99
DUNGEON MASTER & CHAOS	21.99
DYNA BLASTERS	19.99
EPIC	19.99
EYE OF THE BEHOLDER	19.99
EYE OF THE BEHOLDER 2	22.99
FALCON 3	24.99
FATAL STROKES	19.99
FIRE & ICE	16.99
FIRE FORCE	19.99
FOOTBALL DIRECTOR 2	16.99
FOOTBALL MANAGER 3	14.99
FORMULA ONE GP	22.99
FRONTIER (ELITE 2)	22.99
GADGET TWINS	16.99
GOBLINS	16.99
GUNSHIP 2000	22.99
GUY SPY	18.99
HARPOON	22.99
HUMANS	18.99
HEIMDALL	12.99
HOME ALONE	16.99
INDY JONES ATLANTIS (ACT)	19.99
INDY JONES ATLANTIS (ADV)	16.99
INT RUGBY CHALLENGE	17.99
JAGUAR XJ220	14.99
JIMMY WHITE SNOOKER	16.99
JOHN MADDEN FOOTBALL	16.99
KICK OFF 3	16.99
LEATHAL WEAPON	19.99
LEGEND OF VALOUR	22.99
LEMMINGS	14.99
LION HEART	19.99
LOTUS CHALLANGE 3	14.99
LURE OF THE TEMPTRESS	19.99
MIG 29 SUPER FULCRUM	15.99
MINI OFFICE	44.99
MYTH	16.99
NIGEL MANSELL W CHAMP	17.99
NO SECOND PRIZE	19.99
PACIFIC ISLANDS	19.99
PARASOL STARS	16.99
PATH TO POWER	19.99
PGA TOUR GOLF PLUS	19.99
PINBALL DREAMS	16.99
PINBALL FANTASIES	19.99
PIRACY	19.99
PREMIER	16.99
PUTTY	16.99
RAGNAROK	22.99
RAILROAD TYCOON	22.99
SECRET OF MONKEY ISLAND 2	24.99
SECRET OF MONKEY ISLANDS	17.99
SENSIBLE SOCCER	16.99
SENSIBLE SOCCER 2	16.99
SHADOW OF THE BEAST 3	21.99
SHUTTLE	22.99
STREET FIGHTER 2	19.99
THE MANAGER	19.99
URIDIUM 2	17.99
WIZKID	16.99
ZOOL	14.99

SPECIAL OFFER

COMBAT CLASSICS
F15/2 + TEAM YANKEE + 688 ATTACK SUB
ONLY
£22.99

SPECIAL OFFER

THE ADVENTURERS
CORPORATION + SUPREMACY + HUNTER
ONLY
£12.99

SPREAD SHEETS

ADVANTAGE	69.99
MAXI PLAN 4.0	34.99

ACCOUNTING

ARENA ACCOUNTS	79.99
HOME ACCOUNTS 2	39.99
PER FINANCE MAN	24.99

BUNDLES

COMPENDIUM 6	29.99
WORKS PLATINUM	59.99

SPECIAL OFFER

CAMPAIGN
£22.99

AMIGA BARGAINS

BACK TO THE FUTURE 3	5.00
BATTLE COMMAND	5.00
CISCO HEAT	5.00
DEATHBRINGER	7.00
FALCON	7.00
FIRST SAMURAI	9.00
FLAMES OF FREEDOM	9.00
HUDSON HAWK	7.00
KICK OFF 2	6.00
NARC	5.00
PIT FIGHTER	6.00
RBI 2 BASEBALL	6.00
ROBOCOP	5.00
SILK WORM	5.00
SMASH TV	7.00
SUPER SPACE INVADERS	7.00
TRIVIAL PURSUIT	9.00
WILD WHEELS	5.00
WOLF PACK	7.00
WORLD CUP RUGBY	7.00

WORD PROCESSORS

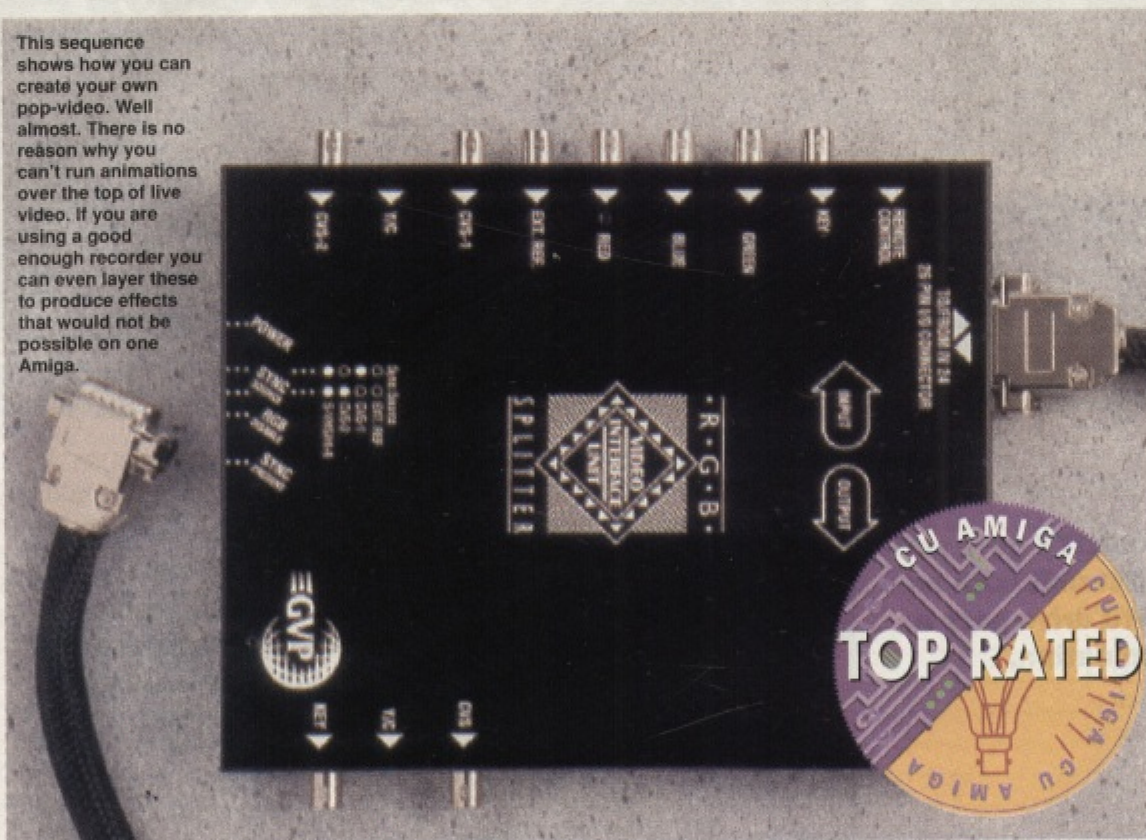
EXCELLENCE 3.0	56.99
KINDWORDS 3.0	36.99
PENPAL	51.99
PRO TEXT 5.5	94.99
QUICKWRITE	26.99
SCRIBBLE (PLATINUM)	26.99
WORDSWORTH 1.1	79.99
WORD PERFECT 4.1	139.99

PROGRAMING

AMOS 3D	22.99
AMOS THE CREATOR	32.99
AMOS COMPILER	19.99

GET SERIOUS

If you're interested in more than just games, Get Serious offers the best in productivity software and hardware reviews.



This sequence shows how you can create your own pop-video. Well almost. There is no reason why you can't run animations over the top of live video. If you are using a good enough recorder you can even layer these to produce effects that would not be possible on one Amiga.







Is the world of Desktop Video going to be turned upside down by a small black box which costs less than an A1200? Nick Veitch gets synched up for action.

G-Lock

NO JOYSTICKS ALLOWED

Put away your joystick. There's no need to engage flares, drop chaff or adjust your head-up display. There are no bogeys on your tail, your radar is clear, because GVP's G-Lock is not their first entry into coin-op conversions, but is in fact a new genlock. A unit which some people are claiming will do for genlocks what the A530 did for hard disks – set the standard for others to follow.

VISION AND SOUND

The first thing that may puzzle you about the unit is that it has two audio inputs and one audio output. Who ever heard of a genlock with an audio input? Well, nobody up until now. It's not as strange as it may seem though. When involved in Desktop Video (DTV) work, it is often the case that you are recording sound and pictures simultaneously, or that sound is added on later. To do these jobs properly, you really need some sort of audio processing equipment, so GVP have provided one in this unit. Volume levels and tone controls can be operated via a simple pop-up panel.

MAKING CONNECTIONS

All you have to do to use your G-Lock is plug it into the standard RGB port with the length of cable attached to the unit. Having the connector on a cable is an excellent idea as it saves wear and tear on the G-Lock itself and also avoids the necessity of providing an extra six inches of space at the rear of your Amiga. Unfortunately the cable isn't all that long...ah well, it was a nice try. The RGB through connector is standard Amiga 23-pin so you can just plug your normal Amiga video lead (or heavens forbid, a modulator) into the G-Lock to get perfect vision.

There are three inputs for external video sources, two RCA phono plugs for composite signals and one of those PS/2 types for the Y/C (S-Video) input. Because of hardware limitations you cannot have Y/C and composite sources connected at the same time, although you may use two composite sources simultaneously.

The only other connection is a fly lead that must be connected to a joystick port. This could cause problems if you wanted to use the unit with a CDTV though...

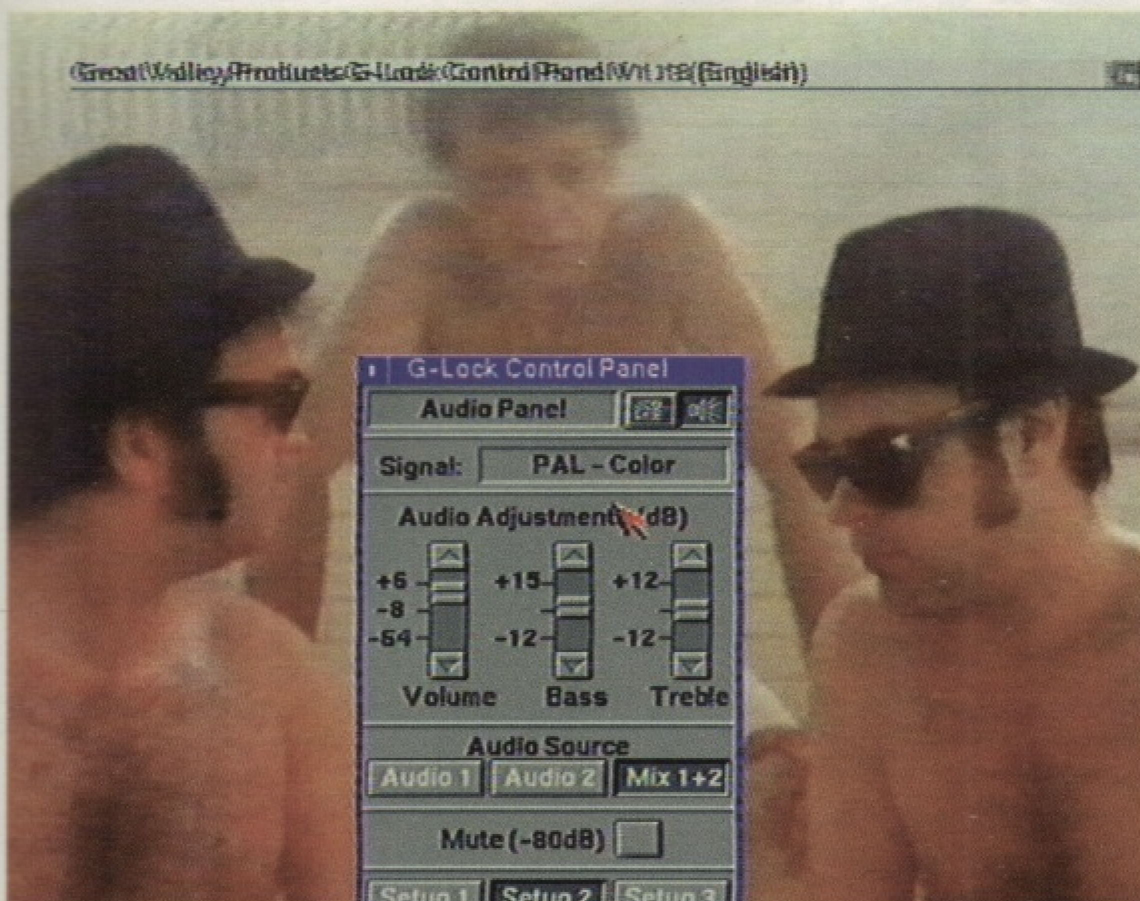
OUTPUTS

Because of its transcoder circuitry the G-Lock will simultaneously output composite, Y/C and RGB signals, which means you can connect it up to your normal monitor and simultaneously record on an external video unit. The provision of an S-Video output (in which the Chrominance and luminance are separated to reduce cross-over interference) means that incredibly sharp pictures can be obtained which are certainly good enough to use in professional set-ups.

In fact, the secondary output on the test model was in some cases found to be sharper than the image obtained on a normal Amiga monitor. The lesson is simple, if you are using a good enough source (i.e. an S-video camera or a very high quality VCR), the output is going to be good enough to pass off on even the most critical relative.

MACRO MAN

One of the benefits of being under complete software control is that the G-Lock unit can also support Arexx macros. This is very important. The ability to be able to fiddle around with the gain and saturation using the mouse is very useful for setting up the equipment prior to a recording session, but if these controls can be accessed by an Arexx script it means a



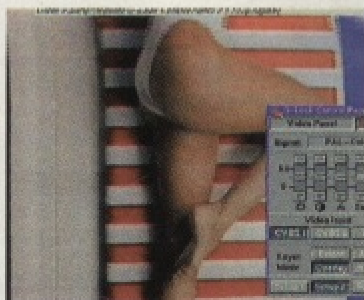
The Audio panel lets you control the mixing, volume and tone controls of both of the phono inputs. A useful addition forever doing away with having to hook up your amp as well as your Amiga when you want to do a Ridley Scott.



Impress your friends and get lot's of money from Independent Television by producing the Chart Show in your bedroom.

These effects are fairly simple to produce, which just goes to show that a little can go a long way!

The control panels reveal options for accessing the new modes available to the AGA and ECS chip set. You can now select to key on particular colours, or on the bitplanes (in AGA you can chose from 8-bitplanes instead of 5, as with ECS).





The main control panel selects the source, keying mode and lets you play with the input sliders. It is A good idea to load a colourful picture that you know well, or better still some test bars, to get the colour balance right.

great number of effects can be controlled automatically.

One of the reasons for having two composite inputs is that they can be software switched. In one of the example files included with G-Lock, the software fades out from one video image, switches channels and fades in the second – something that would be impossible to do manually. Many other wipes and effects could be programmed in through ARexx to provide you with a video effects unit as well as a genlock.

Unfortunately, because of the way the hardware operates it is impossible for the S-Video and composite inputs to be used simultaneously, which means that any switching effects can only be used between two composite sources.

The unit can also be used as a video splitter unit, either manually or via Arexx. This could save a few sleepless nights if you have ever tried to use Vidi or Digiview without a splitter.

AGA DO

This is the first piece of hardware produced that actively supports the AGA chip set (or AA chip set, according to GVP and the old Commodore press releases) as found in the A4000 and the new A1200.

The G-Lock uses the new Chromakey function of the AGA graphics chip, which allows a number of different colour levels to be used as the keying channel for the genlock. This could potentially be useful if you cycled through them and for limited special effects but are not really going to set the world on fire so don't let it discourage you too much if you don't have one of the newer machines.

It also allows you to select any of the eight bitplanes to be used for keying data.

This is very similar to the support given to the ECS range, so it isn't really a case of new features, just extended options.

IMPORTANT

Due to the limitations imposed by digital framegrabbing video images (which is the process by which the majority of the artwork in this magazine is prepared) the images shown do not necessarily reflect the potential clarity of the actual images. These images are purely to show what effects may be obtained using the genlock, not to indicate the quality of the images produced.

WHAT IS A GENLOCK?

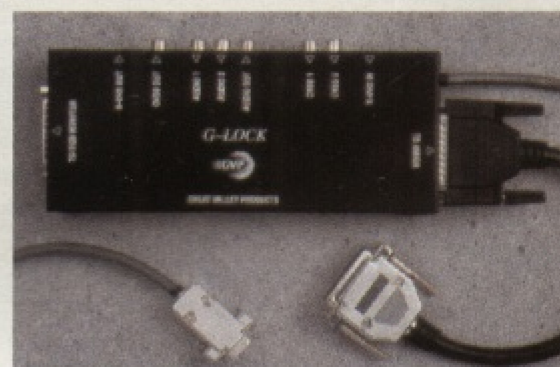
A genlock is a very cunning device. It is, at its most basic, a piece of hardware which will superimpose computer graphics over a video image generated by an external source. In simpler terms it's a little box that lets you draw or type things on your Amiga and see them appear stuck on the top of a TV picture. In the simplest possible terms it is a magic box which sucks in computer and video pixels and makes them all friends with each other.

The result of all this cunningness is displayed daily on the TV. All those little text boxes that appear along the bottom of the screen, be they subtitles, captions or whatever, are all generated by a computer. They are then fed into a genlock, along with the live video image from the camera or tape, and magically they all come out together.

The genlock itself doesn't have to read or understand the video image – at least not all of it. It really only performs two primary functions. The first is a timing operation – the hardware locks onto the sync signal from the video source (which tells the picture where to start) and then slows down the Amiga until its video sync occurs at the same time.

The second function is a switching function. As both sets of video data flow through the unit it checks to see whether the signal coming from the Amiga is the colour which has been chosen to be transparent. If it is then the live video source is switched through to the output and if not then normal Amiga graphics are displayed.

It is a very simple concept, but the electronics involved with high frequency analogue signals are horrible and a good Genlock is hard to find.



G-LOCK

...at a glance

• S-Video capability • Supports ARexx • Audio processor • Software control of gain, contrast, brightness, saturation and hue • supports AGA chipset • two switchable composite inputs

Address: Silica Systems, 1-4 The Mews, Hatherly , Sidcup. Telephone 081 309 1111.

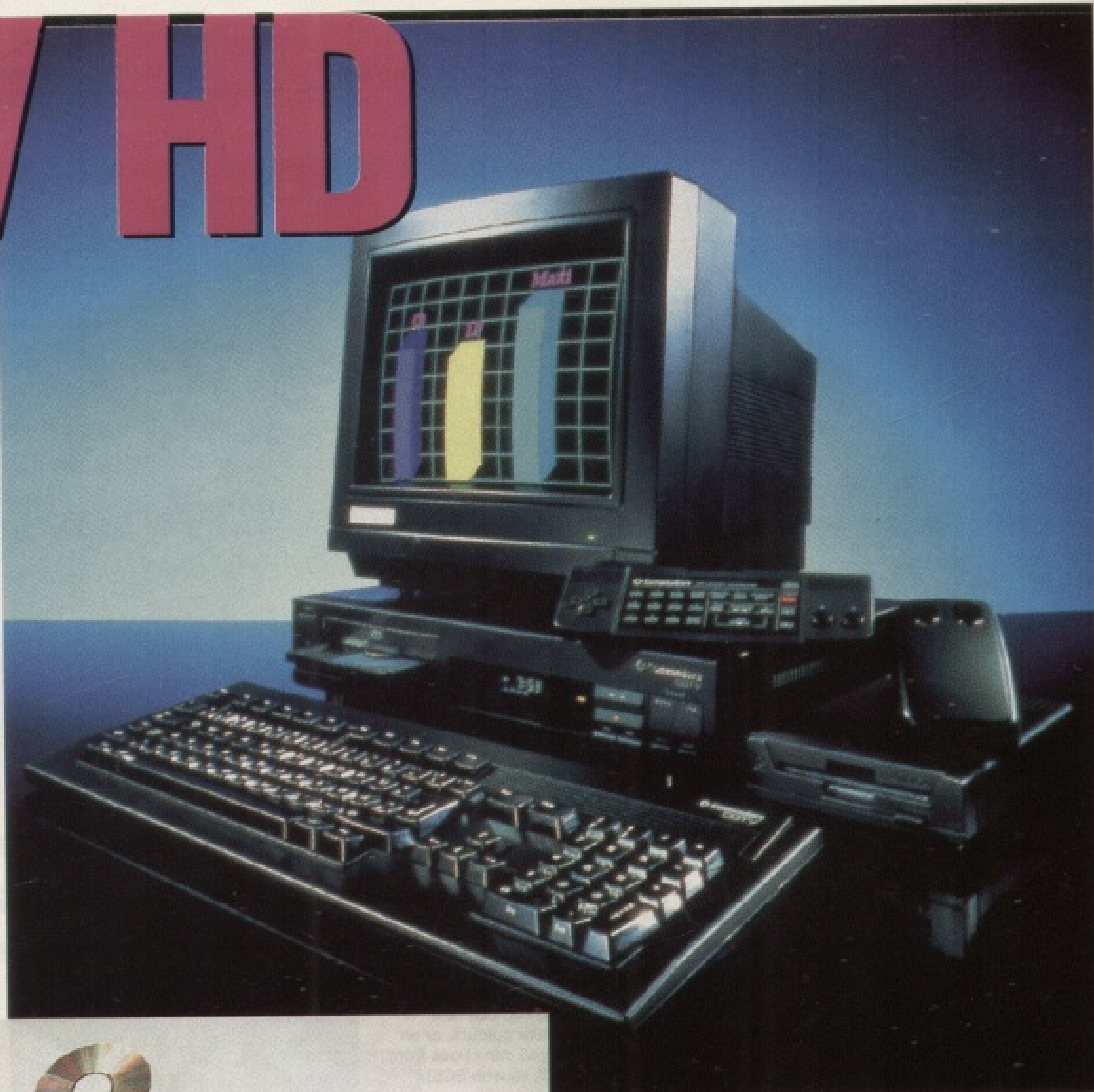
SILICA SYSTEMS £299

'Setting the pace for a new generation of Amiga peripherals'

EASE OF USE	94%
VALUE FOR MONEY	89%
EFFECTIVENESS	89%
FLEXIBILITY	96%
INNOVATION	91%
OVERALL	**92%**

CDTV HD

When is a CDTV not a CDTV? When it's a CDTV-HD of course. Confused? So was Nick Veitch (but he's always been like that).



It may look like just another CDTV, but this unit houses a fully functional Amiga hard drive, making it more like a multimedia application platform and less like a quirky CD player. A hard drive is as necessary to the CDTV as the keyboard.

LET'S GET HARD

There's one really annoying thing about the CDTV. Well, in fact, there are probably quite a lot of really annoying things about the CDTV, but I'm only going to talk about one of them: expandability.

Commodore designed and launched this device as a 'multimedia entertainment system'. In that respect it is an excellent piece of kit, but maybe they made it look a bit too much like a hi-fi separate. Although inside beats a heart that's pure Amiga, it's that of a stunted Amiga – it'll never be more than 4'11". The one thing that would have spoilt the sleek lines of the CDTV is an expansion port. Without such a port the world of hard drives, memory expansions etc., is almost closed. But not quite.

Calculus Stores now have CDTVs available which have internal hard-drives already installed. Everyone by now must have realised that an Amiga without a hard-drive is an Amiga with which it is very difficult to run proper application software. In fact, some of the software released recently requires a hard-drive to run (*Professional Page* and *Professional Draw* spring to mind).



HARD-DRIVE NECESSITY?

Too few CDTVs have been sold to accurately judge the sort of people they are selling to, so it is difficult to say whether the ability to run certain applications could be a critical purchase factor. However, it is unlikely that the ability to play the same games off disc instead of disks is going to be a tremendous selling point.

A hard drive is very useful if you use Workbench a great deal. A hard drive is very useful if you create files which are very large (e.g. graphics, sound, DTP, etc.). A hard-drive is very useful if you value your time. A hard drive is very useful if you don't want to end up wading through small squares of plastic. There are thousands of reasons.

The Compact Disc may be a wonderful retrieval system for reading information, but you can't write anything back to it. This is a major disadvantage unless you have an alternative mass-storage device, like a hard-drive. It's a bit pointless being able to access the full Adobe font library from CD if you can't run the DTP software that could make use of it.

The Alternative The alternative to getting a CDTV with a hard drive is obviously getting an Amiga with a CD-ROM and a hard-drive. The A670 (or whatever they call the CD-ROM for the A600) isn't available yet, but presuming it is in the near future (and presuming it costs no more than the A570), this could make it possibly more advantageous to buy an A600HD with a ROM drive, giving greater expansion possibility and a more conventional looking machine. On the other hand, it wouldn't be black, and it would certainly be a lot more messy with all those power supplies knocking about.

THE DRIVE

The mechanism itself, and the controller, sit inside the CDTV case. The drive itself may vary, but most are likely to be supplied with a SCSI mechanism with an access time of around 18-20 milliseconds, which doesn't quite match the speed of the drives you might find in a 2000, but is about as fast as your standard A500 drive.

There is very little possibility whatsoever of getting another drive to fit in as well, so you are limited to your initial choice, unless you replace the mechanism entirely. It could be possible to situate a drive outside, but only through some nasty and unreliable ribbon-cable connections sneaking out of the back.

CONCLUSION

The unit is well put together, probably quite reliable and an excellent solution for those who want to use the power of CD technology not purely for its entertainment value, but also for its productivity potential. The hard-drive aspect of the machine will not be so important to those who buy the CDTV to use purely as an entertainment system, but for those who consider it more as an Amiga inside a CD-player.

The Commitment Calculus are more than interested in the CDTV and this shows in the level of support. As well as being very flexible when it comes to the specification of a machine, they also produce a wide variety of CDTV accessories, such as keyboard converters that allow an A2000 keyboard to be used with the CDTV (very useful if the CDTV is your second Amiga).

CDTV HD

. . . at a glance

• CDTV Unit • Keyboard • Mouse • External disk Drive • Internal SCSI mechanism • 65Mb hard drive • memory option

Address: Indi direct mail, First Floor, 85 Witton Street, Northwhich, Cheshire CW9 5DW. Tel: 0606 43860.

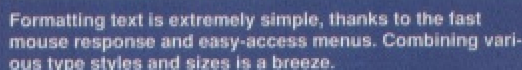
CALCULUS STORES £699

'The one-stop solution for a true multimedia workstation'

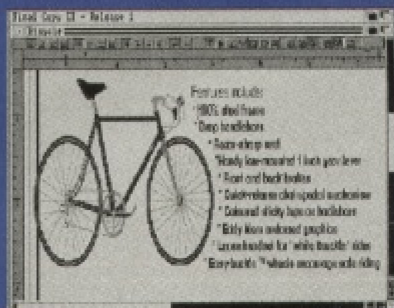
EASE OF USE	84%
VALUE FOR MONEY	76%
EFFECTIVENESS	88%
FLEXIBILITY	76%
INNOVATION	80%
OVERALL	**80%**

When a piece of software claims to be the best of both worlds, reviewers get suspicious, and nobody around here is more suspicious than Tony Horgan...

final copy2

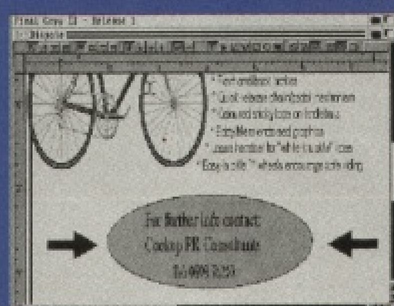


Formatting text is extremely simple, thanks to the fast mouse response and easy-access menus. Combining various type styles and sizes is a breeze.



IFF graphics can be dropped in anywhere on the page. Flowing text around your illustrations is simplicity itself.

Not happy with the font? Try giving it a bit of zest by swapping it for an italic face. Or, create the same effect with the 'oblique slant'



Give your documents yet more punch with flashes and 'boxed-out' text.

Use the zoom function to get an overall view of the document... and here's the press release in all its glory! Hmm, maybe that logo could do with dropping down the page a little...

TWO FOR ONE

If you use your wordprocessor for anything other than personal applications, you've probably been frustrated at its lacklustre output. Let's face it: knocking up an eye-catching press release on your average wordprocessor would be quite a task. *Final Copy 2* aims to rectify this by combining the power of a top-notch WP with the presentation facilities of a DTP package.

Used in its most basic form, *FC2* can be run from floppies on a 1Mb machine, but if you're going to take advantage of its plentiful DTP features, a hard drive and extra memory are essential. The wordprocessing and DTP features are completely accessible at all times, but unless you fancy constant delays changing fonts and so on halfway through typing up your body text, it's best used in two stages: first as a standard WP, and second as a page make-up tool. So what's under the bonnet of the WP side?

UNDER THE BONNET

Running in four colours with the default font activated (12 point SoftSans) there's a very slight delay from keyboard to screen, but nothing that's going to trip you up while you're typing. Gadgets just beneath the menu bar give instant control over line spacing and justification. The cut, paste, search and replace functions are all controlled Mac-style via the mouse and keyboard, and if that doesn't suit you, they're available from the menus. A 110,000 word British-English spell checker is included, along with an 826,000 word thesaurus.

With your text ready, you can move on to the page-makeup stage. Although the package quotes the inclusion of 20 outline fonts, there are in fact only five: Courier, Helvetica, NC Schoolbook, Times and SoftSans. However, these are all included in plain, bold, italic, and bold italic forms, hence the total of 20 in all. These can be displayed in any size up to 300 point. There are also eight bitmapped fonts. Among the text manipulation options are underline, double-underline, strike through, superscript and subscript. You can also slant text either left or right.

JAZZY B

Your documents can then be jazzed up with some graphics. IFF picture files can be imported, cropped, resized and re-scaled. Text will normally flow around the rectangular border of the IFF graphic, but you can also get text to follow the contours of your illustration if you've got an odd-shaped picture or logo. Alternatively, text can be laid over the top of an illustration.

Panels, logos, flashes and diagrams can also be created with the structured drawing tools. The functions available are pretty basic, consisting of boxes, ellipses, lines and arrows, but even so, it wouldn't take long to knock up a few simple logos. The trouble is, there's no documented way of saving out drawings as clip art, so you'd have to either re-draw your logo every time you started a different document, or save an empty document with just the logo, and expand on that. There may be a better way around the problem, but as the subject isn't discussed at all in the manual, you're left to work it out for yourself.

PINT-SIZED PUBLISHING

While *FC2* is capable of producing some very professional-looking documents, once you start trying to put text in boxes across columns, you'll run into problems. Because it handles some DTP duties so well, it's easy to forget that it's really a word processor. *FC2* is better suited for creating fanzines, press releases, newsletters and so on.

Thanks to the outline fonts and PostScript output, you're sure to get the best possible results from your printer, whether it's a simple nine pin dot matrix, or a PostScript laser printer. *FC2* can also output PostScript files to disk, so even if you don't have a decent printer, you can get your documents run out by a third party typesetter.

Who is this hybrid package aimed at? Well, certainly not professional publishers, but just about anyone else who has to correspond with clients or customers. As an advanced word processor, *Final Copy 2* is a great success. Just don't expect it to rival the likes of *Professional Page*.

FINAL COPY 2

...at a glance

• Word processor with DTP features • Supports IFF graphics and outline fonts • Features structured drawing tools • Large dictionary and thesaurus • Not fully fledged DTP • Requires at least 1Mb and hard drive • PostScript output

Address: Gordon Harwood Computers, New Street, Alfreton, Derbyshire, DE55 7BP. Tel: 0773 836781.

GORDON HARWOODS £99.95

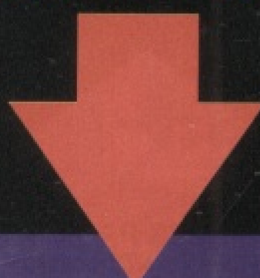
'Excellent word processor with DTP features'

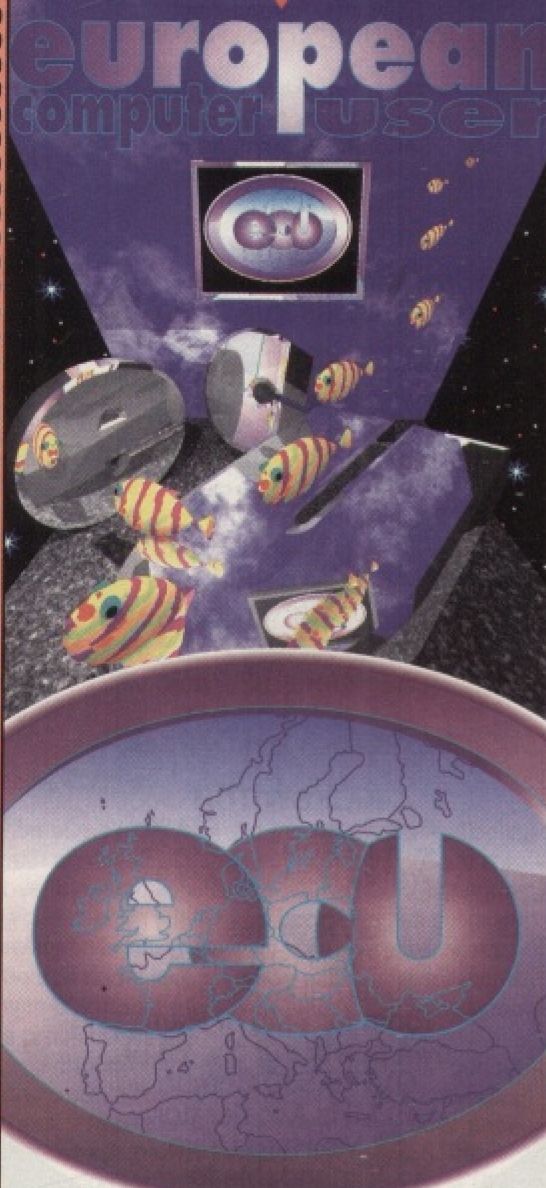
EASE OF USE	82%
VALUE FOR MONEY	77%
EFFECTIVENESS	83%
FLEXIBILITY	85%
INNOVATION	80%
OVERALL	**84%**

AT ECU, WE TAKE YOUR GAME PLAYING SERIOUSLY

TITLE	PUBLISHER	PRICE
CON KIT 2	DOMARK	32.99
SPORTS BOXING	CLASSIC	11.99
SPORTS DRIVING	ASSIC	11.99
-TRAIN	OCEAN	26.99
AIRBUS	THALION	23.99
R SUPPORT	PSYGNOSIS	16.99
R WARRIOR	ON LINE	22.99
BUS N. AMERICAN EDT.	THALION	23.99
BERSTAR	THALION	19.99
QUATIC GAMES	MILLENNIUM	16.99
RCHER MACLEANS POOL	VIRGIN	19.99
SHES OF EMPIRE	MIRAGE	22.99
SSASIN	TEAM 17	19.99
B HARRIER	DOMARK	26.50
NE OF THE COSMIC FORGE	US GOLD	25.50
T 2	UBI SOFT	23.99
TTLE OF BRITAIN	LUCAS FILM	19.99
TTLETOADS	MINDSCAPE	16.99
AST 3	PSYGNOSIS	19.99
UE MAX ACES	CLASSIC	11.99
BBLE BOBBLE	HIT SQUAD	6.99
G BOMBER	DMI	16.99
MPAIGN	EMPIRE	22.99
UCK ROCK 2	CORE	16.99
VILIZATION	MICROPROSE	23.99
MBAT AIR PATROL	PSYGNOSIS	19.99
OL WORLD	OCEAN	16.99
VERT ACTION	MICROPROSE	22.99
AZY CARS 2	TITUS	8.99
AZY CARS 3	TITUS	16.99
RSE OF ENCHANTIA	CORE	22.99
GENERATION	CLASSIC	11.99
ARKMERE	CORE	23.99
CK TRACEY ADVENTURE	DISNEY	19.99
ZZY PANIC	CODEMASTERS	6.99
ODLE BUG	CORE	16.99
AGONS BREATH	GBH	8.99
NE	VIRGIN	19.99
NGEON MASTER/CHAOS	PSYGNOSIS	19.99
IC	OCEAN	19.99
E OF THE BEHOLDER 2	US GOLD	21.50
6 COMBAT PILOT	ACTION 16	8.99
LCON	ACTION 16	11.99
LCON MISSION DISK 1	ACTION 16	8.99
LCON MISSION DISK 2	ACTION 16	8.99
SCINATION	DIGITAL INTEGRATION	19.99
RE AND FORGET 2	TITUS	8.99
OTBALL MANAGER 3	ADDICTIVE	16.99
RMULA ONE GP	MICROPROSE	22.99
BLIINS	DREAM FACTORY	16.99
LDEN AXE	TRONIX	8.99
SOUNESS SOCCER CHALL	ZEPPELIN	6.99
AHAM TAYLORS FOOTBALL	KRISALIS	16.99
MANS	MIRAGE	19.99
DY JONES FATE OF ATLANTIS	US GOLD	25.50
T. RUGBY CHALL	DOMARK	16.99
HAR	SILMARILS	17.99
CK N GOLF	HIT SQUAD	6.99
GUAR XJ220	CORE	16.99
HN MADDENS FOOTBALL	ELECTRONIC ARTS	16.99
B	VIRGIN	19.99
NGS QUEST V	SIERRA	25.99
GENDS OF VALOUR	US GOLD	25.50
SURE SUIT LARRY 5	SIERRA	24.99
MINGS 2	PSYGNOSIS	21.50
HAL WEAPON 3	OCEAN	16.99
KS BOUNTIFUL	US GOLD	12.99

THIS IS THE FRONT COVER TO THE EUROPEAN COMPUTER USER MAGAZINE. FULL DETAILS OF ST, AMIGA AND PC RELEASES, COMMENTARY BY EXPERTS AND NO FAKE SCORES. FOR YOUR COMPLIMENTARY COPY, CALL US TODAY (NO PURCHASE NECESSARY)





TITLE	PUBLISHER	PRICE
LINKS FIRESTONE	US GOLD	12.99
LINKS	US GOLD	24.50
LOTUS 3 ULTIMATE CHALL	GREMLIN	16.99
LURE OF THE TEMPTRESS	VIRGIN	19.99
M1 TANK PLATOON	MICROPROSE	19.99
MONKEY ISLAND 2	US GOLD	25.50
MYTH	SYSTEM 3	16.99
N. MANSELLS WORLD CHAMP	GREMLIN	16.99
NIGHT APPROACH ADD ON A320	THALION	16.99
NOBBY THE AARDVARK	THALAMUS	16.99
NORTH AND SOUTH	ACTION 16	8.99
PALADIN 2	OMNITREND	19.99
PANG	HIT SQUAD	6.99
PARASOL STARS	OCEAN	16.99
PINBALL DREAMS	21ST CENTURY	16.99
PINBALL FANTASIES	21ST CENTURY	19.99
POPULOUS 2+	ELECTRONIC ARTS	23.99
POPULOUS	STAR PERFORMERS	9.99
PREMIERE	CORE	20.99
PROJECT X-1 MEG ONLY	TEAM 17	16.99
PUSH-OVER	OCEAN	16.99
RAMPART	DOMARK	16.99
RED ZONE	PSYGNOSIS	16.99
ROBOSPORTS	OCEAN	19.99
SABRE TEAM	KRISLAIS	16.99
SECRET OF MONKEY ISLAND	US GOLD	16.99
SENSIBLE SOCCER	RENEGADE	16.99
SHADOW WORLDS	KRISALIS	16.99
SHUTTLE	VIRGIN	19.99
SILLY PUTTY	SYSTEM 3	16.99
SOCCER PINBALL	21ST CENTURY	6.99
SPACE QUEST IV	SIERRA	24.99
STREET FIGHTER 2	US GOLD	17.99
SUPER CARS	GBH	6.99
SUPER FROG	TEAM 17	19.99
SUPER HERO	PSYGNOSIS	19.99
SUPER TETRIS	MICROPROSE	19.99
SWORD OF HONOUR	GLOBAL	16.99
TEAM YANKEE 2	EMPIRE	19.99
TEARAWAY THOMAS	SOUNDWARE	16.99
THE CARL LEWIS CHALL	PSYGNOSIS	16.99
THE GAMES 92	OCEAN	19.99
THE PERFECT GENERAL	UBI SOFT	21.99
TRODDLERS	STORM	16.99
UNIVERSAL MONSTERS	OCEAN	16.99
VIKINGS	KRISALIS	16.99
VROOM	UBI SOFT	16.99
W/C LEADERBOARD	KIXX	8.99
WING COMMANDER	MINDSCAPE	23.99
WIZ KID	OCEAN	16.99
ZOOL	GREMLIN	16.99
COMPILATIONS		
AIR SEA SUPREMACY	S-SERVICE, GUNSHIP, WINGS, C/COMMAND, P47 T-BOLT	19.99
AWARD WINNERS	POPULOUS, KICK OFF 2, PIPEMANIA AND SPACE ACE	16.99
DIZZYS EXCELLENT ADVENTURES	SPELLBOUND, PANIC + 3 OTHER DIZZY GAMES	16.99
THE ADVENTURERS	CORPORATION, SUPREMACY AND HUNTER	16.99
RAINBOW COLLECTION	N Z STORY, RAINBOW ISLANDS, BUBBLE BOBBLE	13.99
QUEST FOR ADVENTURE	INDY JONES ADV, OP STEALTH, MEAN STREETS	22.99
HEAD TO HEAD	MIG 29 SUPER FULCRUM AND F19 STEALTH FIGHTER	22.99
MAGIC WORLDS	DRAGONS BREATH, STORM MASTER, CRYSTALS ARBOREA	19.99
STRATEGY MASTERS	DEUTEROS, CHESS PLAY 2150, POPULOUS, SPIRIT EXCALIBER, HUNTER	21.99
PSYCHOS SOCCER SELECT	K O 2, INT SOCCER CHALL, W/CHAMP SOCCER, MAN U	19.99
COMBAT CLASSICS	TEAM YANKEE, 688 ATTACK SUB, F15 STRIKE EAGLE 2	19.99
LOST TREASURES OF INFOCOM	INFIDEL, SUSPECT, BALLYHOO, H/HIKERS +16 OTHERS	29.99
POWER PACK 2	IT CAME FROM DESERT, BATTLEMASTER, PRED 2, WINGS	19.99
THE BITMAP BROS VOL 1	XENON, CADAVER AND SPEEDBALL 2	16.99
SOCCER STARS	K O 2, GAZZA 2, M/PROSE SOCCER, E HUGES INT SOC	16.99

PHONE HOTLINE: 0480 498889
FAX HOTLINE: 0480 496379

EUROPEAN COMPUTER USER Units A2/A3 Edison Road, St Ives, Huntingdon, Cambridge, PE17 4LF.
Telephone 0480 498889, Fax 0480 496379. Office hours Monday to Friday 9.00am to 6.00pm. Answer machine operates outside office hours. Personal callers welcome. Credit card orders charged only on despatch of games (no surcharge). Allow 5 working days from receipt of order for cheque clearance. Please make cheques, postal orders and international money orders (sterling only) payable to EUROPEAN COMPUTER USER.
All items featured are SUBJECT TO AVAILABILITY. All prices are subject to change without notice. E&O E. All orders are dealt with immediately provided the goods are in stock at the time of your order being processed. However, we may take up to a maximum of 28 days to deliver from receipt of order, with the exception of overseas orders which make take longer.
POST AND PACKAGING: UK, 75p per item 2nd Class, £1.50 per item 1st Class, £1.80 per item 1st class recorded. EEC £2.75 per item, non EEC £3.75 per item, Express Air mail £4.75 per item. If you do not wish your details to be added to our database for other direct mail, including regular issues of ECU magazine, please tick the box on the form provided, or tell us when you call.

VISA

SOME TITLES MAY NOT BE RELEASED AT THE TIME OF GOING TO PRESS PLEASE TELEPHONE FOR AVAILABILITY AND A COPY OF OUR FULL TERMS AND CONDITIONS.

MasterCard

NAME
ADDRESS

POSTCODE PHONE
ITEM PRICE
ITEM PRICE
ITEM PRICE
POSTAGE
Visa/Mastercard/Switch Number:
TOTAL
Switch issue No: Card Expiry Date:
SIGNATURE:
TICK THIS BOX IF YOU DO NOT WISH TO BE ENTERED ONTO THE ECU DATABASE

Make cheques payable to: European Computer User & send to : Units A2/A3 Edison Rd, ST Ives, Huntingdon, CAMBS PE17 4LF

CU AM DEC 92

You must remember this...

Take a zip down memory lane with John Kennedy, if he can recall where it is.

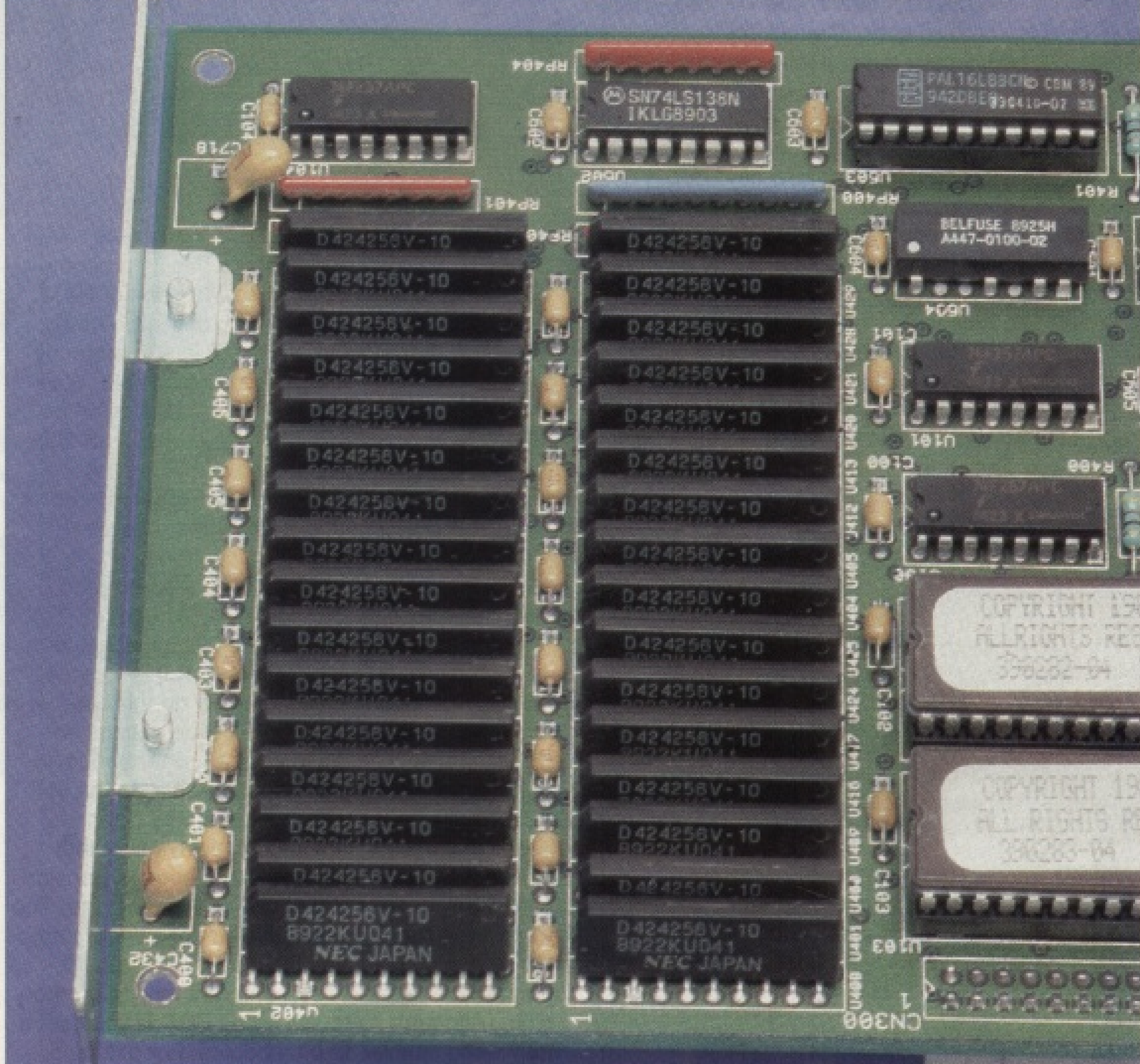
BACK IN THE OLD DAYS

Gather round children, and I'll tell you a story about.. erm... thingy. My memory isn't what it used to be... Ah, that's it! Memory.

Of course, back in the old days we had the World's First Great Memory Shortage. This was a Bad Thing and was entirely due to the Americans. Or the Japanese. Or both. Back then, if you grew bored with the facilities offered by your power-station running 1K ZX81, you would have to save up and buy a 'Ram Pack' to play *3D Monster Maze* (or steal one, eh, Mr Technical Editor?).

These packs contained an extra 16K of precious storage space, but cost a small fortune from all the mail order companies. In fact, you could pay up to £100 for a small black fizzing box that couldn't be breathed upon without suffering dreaded ram pack wobble syndrome. Funny how the Amiga's edge connector uses exactly the same technology... Anyway, if you were running 'serious' applications, you would have to wait a year or two for the release of the new-fangled Spectrum which would eventually come with a gargantuan 48K of memory. How we laughed! How we joked! How we played *Football Manager* until two in the morning...

Of course, in these enlightened days we all own reliable Amigas. Or at least, we'd like to. The main reason why A500s seem to crash all the time is that they only have a minute 512K of memory on board. In my opinion, if you haven't stuck something in your trap door, you can't complain about the guru. Thankfully, new Amigas all come with 1Mb as standard. Still, the lower limit for running serious applications is really about 3Mb, and with the recent advent of 24-bit image processing, this limit is now more like 8Mb.



ZIP (zig-zag In-line packages) are the standard way of expanding the A3000, the A2630 (as shown above) and a few of the slim-line external expansions for the A500. They tend to be a little more expensive than either the DIPs or the SIMM packages and are rapidly going out of fashion because they are very fiddly to fit. They are also found in 16-bit and 32-bit configurations, but 32-bit packages are more common. Basically the advantage of the ZIP is that it's small.

CHIP AND CHEERFUL

By far the easiest and cheapest way of expanding an A500 or an A600 is via the trap door. You can pick any one of a hundred vendors to supply you with a small card which clips neatly inside your Amiga and provides you with 512Kb or 1Mb of Ram. On newer A500s, A500Pluses and A600s, this Ram is called 'chip memory' – simply because the Amiga's custom chips have direct control over it. On Workbench v2, this memory is referred to as 'graphics memory' on the Workbench screen title bar, because that's the most obvious use. When you use *Deluxe Paint* with a 16 colour high-resolution, interlaced and overscan screen watch those numbers plummet! Most programs will use fast memory first if possible, but all will need a bit of Chip Ram, as will any program which uses sound.

Try typing 'AVAIL' at a CLI prompt to see what memory you have in your Amiga, and where it's going. Chip Memory is a good thing to have, so before you start thinking of adding memory in any other way, fill your trap door. There are various 'fudges' around, which use the trap door to add more than the usual amount. These boards may seem a good idea at the time – but beware, they sometimes cause problems. Most require fiddling with an extra wire to the unsuspecting Gary chip – bye, bye warranty. Some will not 'auto-configure', which means you'll need to run a small program every time you wish to use the memory. Some boards come with so much extra memory (some with 8Mb!) that the power supply starts to become a problem.

Although I know of several boards in constant and trouble-free use, I don't like recommending them. There has always been a trap door price war, which means you can now get a 512K expansion for £15, a 1Mb expansion for a Plus for £35 or a 1Mb expansion for an A600 for £45. At a computer fair you can probably get a fiver off these prices, so there is really no excuse for not having one. Old Amigas can have up to 1Mb of chip memory, newer ones (all Pluses and A600s) will sport up to 2Mb. If you have an older Amiga, a special board which contains the relevant updated custom chips and memory can be bought for about £150.

FAST AND FURIOUS

Once you have filled your trap door (or, if you have an A2000/A15000, once you need more memory

BYTES, KILOBYTES AND MEGABYTES

Memory is measured in 'bits', a contraction of the term 'binary digit'. Eight bits make a 'byte', and 1024 bytes make a 'kilobyte' or 'Kb'. The number 1024 is used instead of 1000 (EEC permitting), because 1024 is 2 to the power of ten, and 2 is the magic number when it comes to computer logic and binary arithmetic. One megabyte or '1Mb', is 1024 by 1024 kilobytes = 1048756 bytes, and a gigabyte of memory would do very nicely, thank you very much. A RAM chip which is quoted as 256K x 4, supplies 256K but only in 4 bits. Two of these chips would give a full 256K, and so eight are needed for 1Mb.

at all) you'll need to think fast. That's because 'fast memory' is the name given to memory which is added above and beyond the 'chip memory'. It's called 'fast' because the custom chips don't have priority over it, and therefore can't slow it down from the point of view of the 68000 microprocessor. The sub-3000 Amiga can access up to 8Mb of fast memory, but you'll need some sort of card to add to your Amiga, and then you'll need some form of RAM chips to put in it.

RAM BOARDS

A600 owners will have discovered a strange slot on the side of their games consoles – sorry, slip of the tongue – home computers, and will have probably tried to insert all sorts of small objects (credit cards, GameBoy cartridges, penknives) to see what happens. Nothing ever will of course, unless it has PCMCIA written on it somewhere. The first of these PCMCIA cards which supply Amiga RAM are actually starting to appear now, and prices should fall as they become more popular. As to their performance, you'll have to wait until Lord Emap can afford the £250 needed to buy an A600 for the office [*i.e. a very long time – Ed.*].

A500 and Pluses need a board which connects to the expansion bus on the side. If you are lucky and have a hard drive, chances are that it will also contain the sockets for the RAM chips. If not, you'll need a board such as the excellent Cortex (now supplied by Reflex technology) or super-slim SupraRam 500RX. Each board has its pros and cons, not the least of which is what sort of RAM they support. As you have probably seen from magazine advertisements, there is a bewildering array of different RAM packages available. We'll take a look at the more common types in a minute. If you have an accelerator card, or if you are thinking of buying one, you should check out the memory expansion facilities offered very carefully.

Put simply, an accelerator without its own memory is a wasted piece of cooked sand. As the 68020/030/040 processors have a 32-bit wide data bus they can read and write to memory a lot faster than the standard 68000, which only has a 16-bit bus. An accelerator which claims to speed up your Amiga five times will only do this when running programs in the 32-bit wide expansion RAM. Accelerator cards have a further bonus, in that the memory expansion is freed from the 8Mb Fast Ram limit, so permitting memory sizes of 16Mb and above. You should always populate your accelerator card before any other expansion card to make the most of any speed increase. The memory in these cards is called '32-bit' memory, but that only describes the way it is accessed – most of the time it's not a different type of memory chip. (Although if you are using SIMMs you'll probably need special 32-bit modules. For example, the GVPA530 needs 32-bit wide SIMMs for its built-in accelerator.)

Accelerator cards are dropping in price all the time. Latest news from the States would have us believe that we will be able to buy 68030 cards for Christmas at less than the price of current 68020s. In the meantime, UK companies such as Solid State Leisure are selling what are probably the cheapest cards. There are exceptions to this rule with accelerator/memory cards containing expensive 68020/30/40 chips, such as the new 'Blizzard' board which comes with a double-speed 68000. Although any speed increase will be hard to notice after five minute's use, this board will be a godsend to CDTV owners who have always had memory expansion hampered by the lack of an expansion bus.

RAM CHIPS

RAM chips come in different shapes and sizes, although work internally on exactly the same principles. Dynamic RAM is de rigeuer these days, to keep size and price to a minimum. DRAM needs to be constantly refreshed, or reminded of its contents, to work properly. In contrast, static RAM can remember what's what indefinitely, as long as it is given a power supply. The Amiga's real-time clock contains a minute amount of static RAM and a small battery to remember the time when you switch on again. Static RAM is too bulky, expensive and slow to find large scale use.

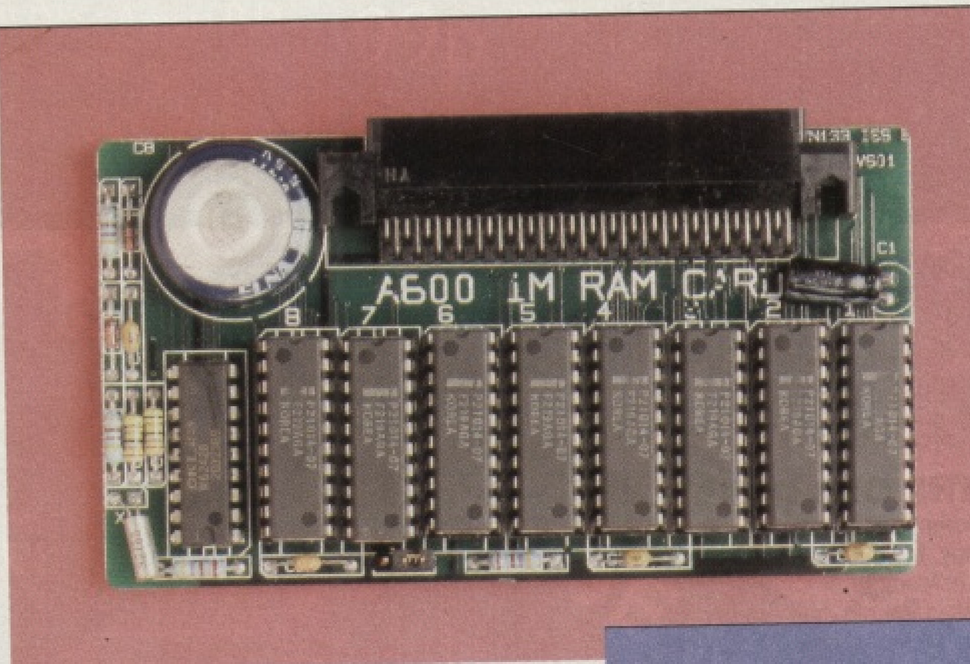
When buying RAM, you may have to take its speed into consideration. For accelerator cards, 60ns RAM is recommended but for other applications 70 or 80ns RAM should suffice. If the RAM's speed is too slow, it will actually start to forget things before it is refreshed, which can only lead to corrupt programs and constant software failures. If the RAM isn't getting a good enough power it may also start to fail.

WHERE TO GO

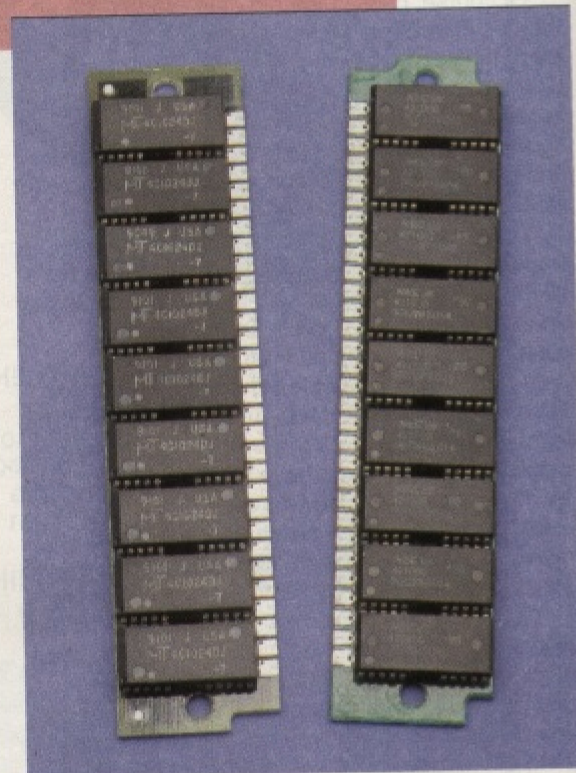
There are as many outlets for memory as there are computer companies more or less, and RAM chips are a hot favourite at shows where you may pick up a bargain. Here, though, is a short list of memory purveyors to the gentry:

Reflex Technology	**(051 708 5588)**
Silica Systems	**(081 309 1111)**
First Computer Centre	**(0532 319444)**
Gordon Harwoods	**(0773 836781)**
Meridian	**(081 543 3500)**

Well, that about wraps it up for this feature on, er... whatchamacallit, you know, thingy, and we'll see you next time.



Left: Standard DIP memory chips such as those found in most trapdoor RAM expansions and the occasional hard-drive may come in a variety of configurations. It is always wise to make sure you have got the specs right before handing over any cash.



Below: SIMM modules are the standard way of expanding PCs, STs and most new Amigas. Make sure you know whether you want 16 or 32-bit.

THE CHIPS ARE UP

DIP Dual In-line Package

The original memory chip, which looks like all chips used to before the advent of surface-mount technology and space-saving pin outs. A typical chip is a 256 x 4 DRAM, as used in the official A590 hard drive and some accelerator cards. The main problem with these chips is the actual process of inserting them: bending a pin, or inserting one into your finger are both painful processes. A megabyte of DIPs will cost around £25.

SIMM Single In-line Memory Module

SIMMs are the easiest and most widely supported method of expanding memory. Each SIMM contains eight or nine surface-mounted RAM chips on a small printed circuit board. Common capacities are 1Mb and 8Mb, with the 1Mb modules costing about £20-30, and 4Mb ones about £90. The 32-bit SIMMs needed by some accelerators currently cost about £70 and £180 for 1Mb and 4Mb respectively. Be careful when buying SIMMs, as some expansion boards will only use the eight chip varieties (e.g. 1Mb x 8), and not the more common – and sometimes cheaper – nine chip sort (e.g. 4Mb x 9). The nine chip SIMMs are used mainly in IBM and compatible PCs, which have always needed an extra bit in every eight for some wasteful 'parity checking'.

Always check with your hardware's documentation before ordering. Most boards will not support a mixture of SIMM sizes. Either you can use 1Mb or 4Mb modules, but not a combination of both. For example, if you start putting 1Mb SIMMs in your GVP Series II hard drive, you will limit yourself to a maximum of 4Mb. If you use 4Mb modules you'll achieve the more satisfying figure of 8Mb. SIMMs are the memory module of choice – if you buy an expansion board and populate it with SIMMs, there is a good chance that you can take them with you when you upgrade.

ZIP ZigZag In-Line Package

ZIPs promised lots of memory in little space, and this they delivered – the Supra 500RX can contain 8Mb of memory but is only 30mm wide. The disadvantages of ZIPping are twofold – they are not as commonly supported as SIMMs, and they cost a little more. A megabyte of ZIP chips will cost about £35. The same problem of incompatible sizes which occur with SIMMs can also effect ZIPs, so it makes sense to buy the largest capacity you can afford to avoid blocking any future upgrade paths.

Canon Print Studio

Turn your print-outs into modern day masterpieces with a new piece of German software. Mat Broomfield dons his beret to take a look.

PRINTER DRIVERS

It's a little known fact that most Amiga printer drivers only support output up to a colour resolution of eight bit-planes (256 colours to you and me!). This means that even when you're printing HAM pictures, your printer is only accurately outputting one sixteenth of the possible number of colours. When it comes to 24-bit images, even if you can find a suitable screen-dump program, chances are the results will be woefully inadequate.

Of course, you could always buy a dedicated program such as *Trueprint* from ASDG, but now there's a cheaper alternative that has all the features of *Trueprint* and more, for less than half of the price.

The program is called *Canon Studio*, and as its name suggests, it is closely linked to the Canon range of printers, although the full commercial version will work with any printer.

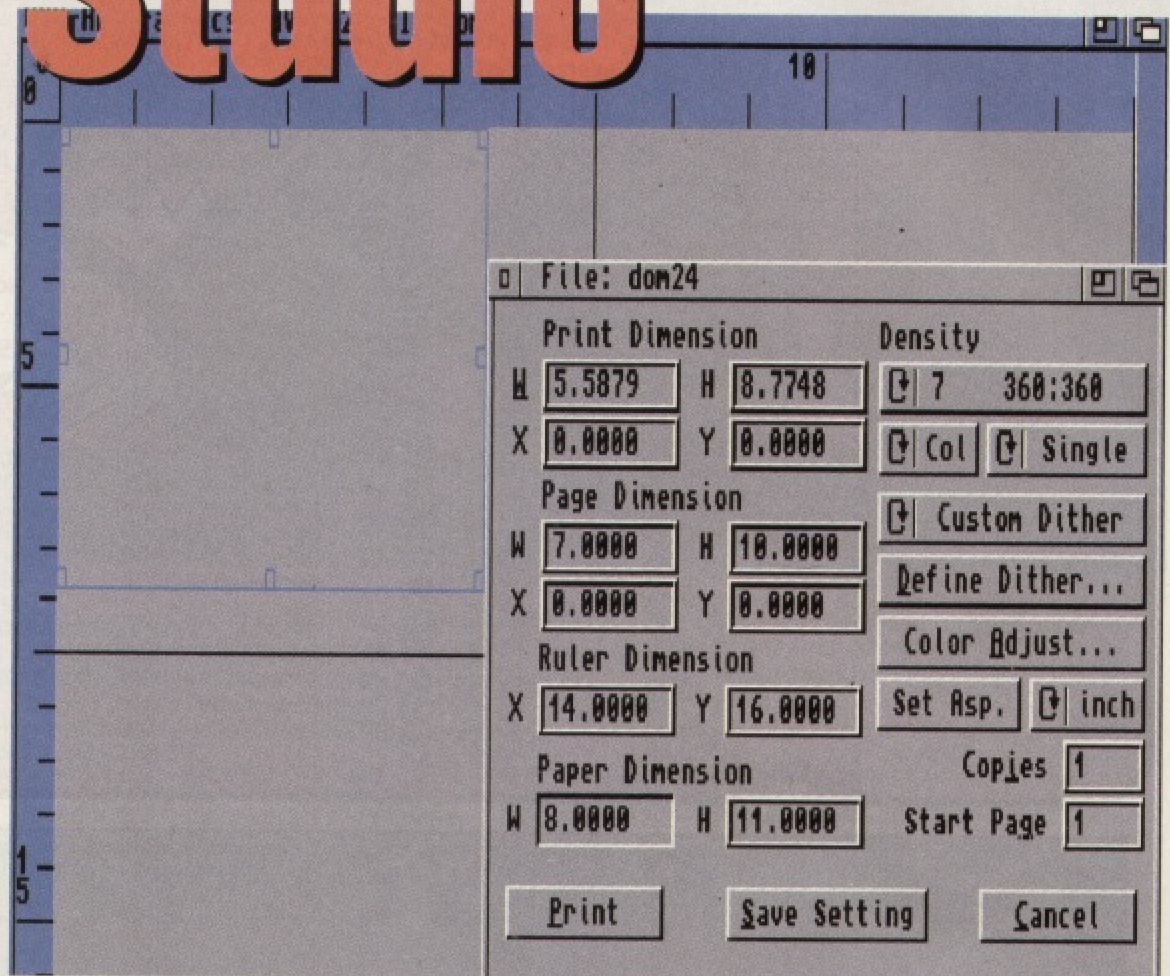
A WOLF IN MULTI-COLOURED CLOTHING

Canon users will already be familiar with the name of Wolf Faust, the German programmer responsible for writing all of the drivers for the Canon printers, as well as the Workbench 2.0 downloadable font utility. Continuing his close affiliation with the company, Wolf has turned his attention to the problem of output quality.

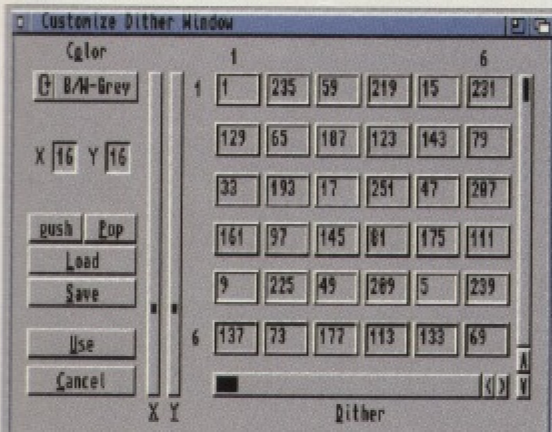
The problem is primarily due to the 'intelligence' of current printer drivers in the way that they interpret screen colours. When a screen is printed, the printer driver looks at the colour of each pixel and converts it into an arrangement of dots known as a dither pattern. This pattern is then sent to the printer as a bit-map, with one bit-map being transmitted for each of the ribbon or ink colours that the printer supports.

The number of dots per square inch, and their relationship to each other, is determined by the resolution of the printer and the density level specified in Workbench Preferences. By creating different patterns of dots, and varying their distance apart, the impression of different shades can be created. This is an optical illusion, because even colour printers only use three or four different primary colours, which are mixed to 'simulate' more complex shades. Because most drivers cannot accurately calculate dither patterns for more than 256 colours, printer output is at best an approximation of the screen image.

Canon Studio uses an advanced set of user-selectable and definable dithering algorithms to overcome this problem, and hence it allows your printer to 'simulate' a full 24-Bit palette of 16.7 million colours. To help ensure the best quality possible, the program also includes a range of colour and gamma correction and ink compensation functions which can be used to add contrast to dull or excessively light or dark screens.



Canon Studio lets you get the best from your printer, whether you're printing 32 colour, HAM or even 24-bit screens. It uses a selection of 'intelligent' dither routines to represent a full palette of 16.7 million colours.



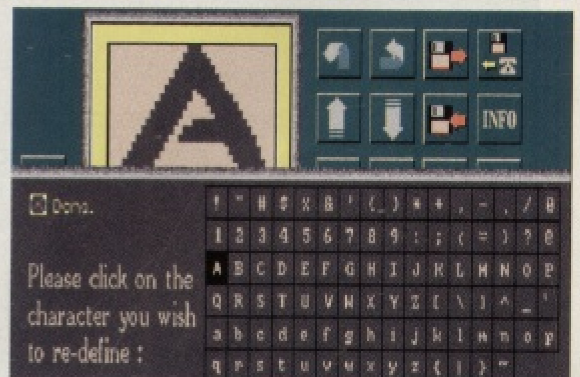
For the demanding user, *Canon Studio* even lets you define your own dither filters.

EASY TO USE

Canon Studio basically consists of three sections: Dump dimensions, image processing and driver configuration. Before you can print anything, you'll need to specify the size of the print-out. There's no maximum limit, so you can create massive posters hundreds of square feet in size if the urge takes you (and you have enough ink!).

Having specified the size of the print, you need to indicate whether you want to output the screen in monochrome or colour. The program supports colour separations, even so far as having specialised dither patterns to give the best quality. Although it defaults to the maximum resolution of your printer, you can tell *Canon Studio* to print at a lower density if you prefer.





The font design program lets Canon BJ10 and BJ300 owners convert Amiga bitmaps into downloadable fonts. Alternatively, you can use the program to design your own.

FONT DOWNLOAD

Canon BJ-10e/ex and BJ-130 owners may be interested to hear about a couple of new programs for their printer both of which perform the same function.

As you may be aware, most Canon printers can download fonts to replace the on-board defaults. Once down-loaded, these fonts will remain active until the printer is turned off.

Ursa Software have written a special program which turns standard Amiga fonts into downloadable bit-maps. Better yet, you can even use their program to design your own fonts. Once a font has been loaded or designed, it is saved as a stand-alone file. When you wish to use a particular font, simply double click on its icon, and it will be automatically downloaded for you.

Twelve pre-defined fonts are included with the program, which can also be installed on a hard drive.

To be fair, Wolf Faust wrote a similar program about the same time as Ursa, but his version doesn't include a designer, and doesn't work under Kickstart 1.2/1.3.

Ursa's font designer costs £15 and they can be contacted at 11 Highwell Garens, Felling, Tyne & Wear, NE10 0NB. Tel: 091 438 3204.

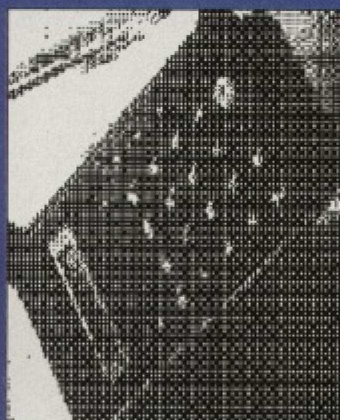
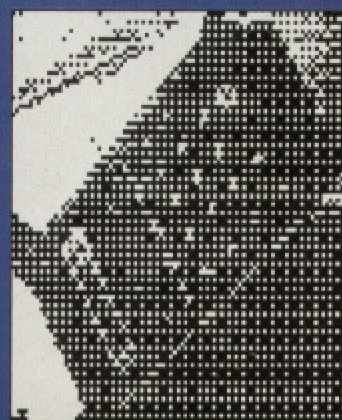
Considering the fact that font cartridges often cost £30 or more each for a single typeface, this program is an absolute bargain for people who print a lot of text.

GETTING IN A BIT OF A DITHER

As I mentioned before, dithering is a method of positioning dots either as pixels on the screen or as a blobs of ink on paper in a variety of densities to create the impression of different shades.

The simplest possible dither is alternating dots of black and white in a checkerboard pattern. In theory, this pattern simulates a shade of grey which is exactly halfway between the two colours. This type of dither pattern is known as ordered, and although it's adequate for certain applications, it tends to form very distinctive patterns which may sometimes be undesirable. For this reason, a whole variety of alternative dither patterns have been developed, with a variety of specific advantages and disadvantages. For example, Jarvis dithering enhances image sharpness, but tends to create dot 'clusters' near the middle of any area of solid colour.

The Blue Noise filter is particularly interesting because it deliberately introduces a margin of randomness into the resulting dither pattern. This 'noise' creates a granular image which looks as if you're seeing it through a sand storm! Not always useful, but it comes in handy when you're trying to be arty!(

By using different dither routines, you can often enhance the image clarity, colour resolution or contrast. If you compare the two enlarged calculators, you'll notice that the coarser one appears to be in a lower resolution. This is because a much larger dither mesh was used to create it.

Now comes the most critical part – selecting a dither pattern. There are absolutely loads to choose from, starting with common ones such as Floyd-Steinberg and including evocatively titled patterns, such as Blue Noise and Stucki (the former being a description of what the dither does, and the latter being the name of its creator).

Each dither pattern produces different results, and is suitable for different applications. For example, Blue Noise is good for pictures with lots of blue shades in them, whereas Jarvis is good for pictures with contrast problems.

I personally found that the Floyd-Steinberg gave me the most satisfactory monochrome results, although the default custom driver produced a much more contrasting image.



Dither patterns are vitally important when printing graphics. Here you can see the effects of a 30% Blue Noise pattern.



This is the same picture with a Floyd-Steinberg pattern.



Finally, the same picture showing the effects of an ordered dither.

IMAGE ENHANCEMENT

Once you've selected a dither pattern, you can optionally perform image processing funtions upon the screen. This can merely involve altering the RGB (Red, Green, Blue) components of an image, or you can apply gamma correction to alter the relative brightness of certain colour ranges within a screen (very useful if it's too dark).

At the bottom of the image processing screen, there are a couple of options that let you specify ink compensation values. These are needed because, when using coloured inks, the inks tend to contain components of other colours in them. For example, magenta will contain some yellow, blue will contain some magenta, etc. Unless these impurities are compensated for, the resulting image will not appear in its true colours.

Now all that remains is to print the selected screen. I used the '030 version of the program, and a 24-bit screen took about three or four minutes to print. Much of this time was taken up by the program calculating the dither and, on a normal Amiga, I would expect it to take at least 10 minutes to print a screen.

GOOD PERFORMANCE

I was only using the program in mono, which gives 256 levels of grey scale, but I was very impressed. Using special bubble jet paper (which stops the ink smudging) and using a variety of dither patterns with a gamma correction of +25, I found that the print-outs were very clear and contained an excellent blend of greys.

Unfortunately, the printing process used for magazines may not be able to reproduce the dumps in all their glory, but hopefully these pictures will give you an idea of the quality.

Incidentally, there are three versions of the program: the restricted version can be freely obtained either from Canon, or a PD company of your choice. It only works with Canon printers and has no AREXX interface or poster printing functions. The unrestricted version costs £15 and can be bought directly from Canon. Although it still only works with Canon printers, it supports AREXX and has poster printing facilities. The final version will work with any printer, and is supplied with a large number of drivers. Apparently, it will also include additional image processing options and, of course, it works under AREXX. It will cost approximately £30, but a release date has yet to be specified.

canon studio
...at a glance

• Prints 24-bit colour screens • Prints 256 grey shade screens • Prints straight from disk so only require 512k memory • Requires Kickstart 2 or higher • Special 68030 version • Prints posters of any size

Address: Canon UK, Canon House, Manor Road, Wallington, Surrey, SM6 0AJ.Tel: 081 773 3173.

CANON £Various

'Enhances and prints Amiga screens (including 24-Bit images).'

EASE OF USE	90%
VALUE FOR MONEY	90%
EFFECTIVENESS	90%
FLEXIBILITY	70%
INNOVATION	20%
OVERALL	**72%**

Bits maketh the image, but will your image suffer if you have less than a 24-bit display? As prices fall and more boards become available, Nick Veitch takes a look at what's on offer, and what you can expect from them.



for a few bits more

PART 1

BOB'S THE WORD

In the beginning there was the bit. And the bit was good – well, it had to be, that was all there was. In the early days of computing people were easily satisfied with blocky resolution monochrome displays. Nowadays, if you're not more colourful than our publisher's language after half a shandy then you're not in the running.

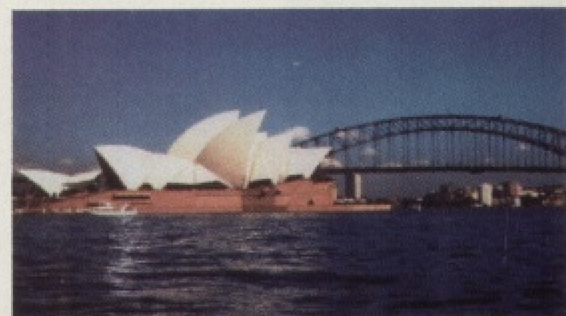
Twenty-four bits of image data gives a total of 2^{24} possible colours (or 16777216 colours). That means that there are eight bits of data for each of the red, green and blue colour channels (or 256 levels of brightness for each of them, which also means there are 256 levels of grey available).

Some boards actually have more than this available. The extra bitplanes (usually eight) are used as an alpha-channel for the original image, and can provide keying and overlay data for the superposition of the framestore and Amiga images, or data to control an external source.

Such cards easily superceed the colour resolution of even the newest Amigas, because the information content rises logarithmically with the number of bitplanes, a 24-bit card has 65536 times more colours than the AGA chipset, and even 64 times more colours than the new 8-bit HAM mode.

THE NEED FOR SPEED

One of the major difficulties with 24-bit displays is speed. If you think about it, instead of moving about a maximum of six bitplanes of data (as on a standard Amiga), the software controlling a 24-bit



OPALVISION



Broadcast-quality 24-bit Amiga graphics have been with us for some time, but it's only now that OpalVision and *OpalPaint* have come together that we've been offered real creative power.

It's been a long time coming. The OpalVision project, first started by an Australian company, was bought out by Centaur, the American company most notable for having given the world *Pixsound* (shortly before the world asked them to take it back again). It has been the source of much talk and speculation – some claiming it would be better than NewTek's Toaster, others that it would be critically flawed. Well, the speculation must end now as units are shipping, although not all of the advanced modules are available.

OPALPAINT

The thing that makes a graphics system is not really the hardware, but the software developed for it. Admittedly, the hardware provides flexibility and features which can be taken advantage of in software, but it is only through the software that the user sees the evidence of the unit's power.

Centaur are doing well with OpalVision in those stakes then, because *OpalPaint*, the bundled art package, is probably the only 24-bit package available that correctly strikes the balance between powerful features and ease of use.

It would be hard to come up with a decent art package in this day and age that didn't bear some resemblance to *Deluxe Paint*. *OpalPaint* is no exception, with a similarly laid out tool bar (although this is horizontal across the bottom) and a great degree of hot-key compatibility, which makes it very easy to use from the outset.

The first impressive feature is the implementation of a textured drawing mode. It's very similar to a package found on the PC, *Fractal Design Painter* (costing a PC price of £299) and allows you to simulate drawing with different materials onto a different surface. The samples include very realistic chalk, watercolour, pencil, fibre-tip and airbrush simulators. Each will impart its own characteristics: the chalk is more dense towards the centre of the brush and where there are ridges in the paper, the watercolour is very washy and runs out during the stroke, etc. The 'paper' type will simulate varying degrees of roughness and texture, which will pick up the peculiarities of any brush type.

The 'artistic' approach stretches even to the palette requestor, where pre-defined paints can be mixed and blended together, as on a real palette. RGB and HSV sliders are provided for the more mechanistic types, as is a complete spectrum in a box. Sample palettes are included with *OpalPaint*, just in case you find it hard to get the exact colour you're after. As with IFFs, these can be saved with little 24-bit thumbnail previews, which will be displayed in the loading requestor.

There are also a number of impressive drawing modes, ranging from the *D-Paint* style smear to some completely new modes such as posterize, which reduces the dynamic colour range to a smaller (user specifiable) number of colours. Graduated fills are available with even more options than available in *D-Paint*. Brush fills are also present but add a 'warp' feature which allows the brush to be mapped onto a sphere.

One of the most impressive features of *OpalPaint* is its font control. Although it won't allow you to actually type on the screen (like *D-Paint*) it can use all scalable Workbench fonts and will even anti-alias them properly onto the screen (if you remember to set the right mode).

The brush manipulation is adequate, but not outstanding. It is understandable that you only see a ghosted mono outline and image of the brush when moving it around the screen (as stated before, it is quite a strain on the processor to move the vast sums of data quickly enough to be able to display the full 24-bit glory of the brush as it moves across the screen. The usual brush sizing and handling options are the same as *D-Paint*, activated by right-buttoning the brush gadget. Three brushes are allowed, but there are no impressive re-mapping functions, as were found on very old paint programs such as *Spectracolour*.

At the moment, OpalVision is only available as a card for the video slot of the A1500 /2000 /3000/ 4000, but a future version is planned for the parallel port, which will enable connection to the A500, A600 and A1200 machines. This will be slightly slower, as even on the parallel port the speed of data transfer will not match that of the Video Bus. All the software will still work to a reasonable level of speed though – but remember that you will need a Hard-drive.

FUTURE ATTRACTIONS

OpalVision isn't really finished yet. There are a few options in the pipeline already. Because the system is very much a closed loop graphics workstation, a framegrabber and genlock module is due to be brought out soon. This will give the unit a better standing in the multimedia stakes, as it should be posible to create real-time video effects and control the image characteristics through OpalVision.

The other piece of hardware coming soon is the strangely named Roaster, a custom chip which conjurse up visions of little packets of peanuts or lovely golden-brown spuds. The Roaster is actually a custom processor, designed specifically to handle real-time warping and morphing effects, which could be particularly useful when combined with live video input.

board has to move around data which is 24 bitplanes deep. This is not such a concern when you only want to display a static image, but animation is rather out of the question. Early 24-bit cards didn't try to address this problem at all. They were simply framestores, or buffers, which held the static picture data for display.

Today's systems allow more interaction. Whilst it may not be necessary to animate full screen 24-bit images (for a start, as well as a faster processor you would need a rather large amount of memory, especially as a 640x256 image would take up around half a megabyte of data on its own), it is necessary to be able to at least partially animate them.

The reason for this is that there are at least two applications which are the primary domain of 24-bit graphics that must allow a certain amount of animation on the display. Firstly, an art package would be completely unusable without a moving cursor or a moving brush (especially when using cut and paste custom brushes). Secondly, any sort of slideshow or display package is going to be rather dull if it doesn't have the ability to perform wipes and fades between displays.

Even manipulating small areas of the screen requires a lot of processor time. Most boards get over this by using custom processors to move the data around, but the data still has to be transferred across the bas, which is driven by the host machines CPU. For this reason most cards these days exclusively use display RAM installed on the expansion card itself.



With powerful drawing tools and a palette of 16 million colours available for simultaneous display, *OpalPaint* opens up a whole new world of opportunities for the professional graphic designer.

OPALVISION . . . at a glance

• True 24-bit framestore • 28MHz RISC graphics processor • Standard 23-pin Amiga RGB output • 8-bit alpha Channel • Stencilled Workbench backdrops • Simulated Artist's tools in Opalpaint • Easy to use presentation software

Address: Calculus, Unit 1, Ringway Industrial Estate, Lichfield, Staffs Ws13 7SF. Tel: 0543 414817.

CALCULUS £703.83

'A comprehensive artists tool, but one which will appeal to all users'

EASE OF USE	94%
VALUE FOR MONEY	90%
EFFECTIVENESS	88%
FLEXIBILITY	76%
INNOVATION	86%
OVERALL	**88%**

Evesham Micros

JOINT WINNER OF COMPUTER SHOPPER'S 'Best Customer Service' - AWARD FOR 1991 -

PRICES INC.DELIVERY & VAT @ 17.5%

Express Courier Delivery : (UK Mainland Only) £6.50 Extra

HERE TODAY ~ HERE TO STAY

Evesham Micros First. First for choice, prices and service. Established for over nine years, with a strong financial status and secure future. Our Computerised Telesales Order Processing investment means fast, efficient service. Well appointed Retail Showrooms with large product range on display. Our huge Customer database, high percentage of repeat custom and personal referrals underlines our popularity. *REMEMBER* - when you need us, we will still be here. Our extensive expansion program means we could eventually be there as well ...

HOW TO ORDER....

Call us now on **0386 765500**

TELESALES OPENING TIMES : 9am - 7pm Monday-Friday 9am - 5.30pm Saturday

Send Cheque, Postal Order or ACCESS/VISA card details to:

Evesham Micros Ltd. Unit 9, St Richards Road Evesham, Worcs. WR11 6XJ

ACCESS / VISA Cards Welcome

Government, Education & PLC orders welcome
Same day despatch whenever possible
Express Courier delivery (UK Mainland only) £6.50 extra
Please note that 5 banking days must be allowed for cheque clearance. Immediate clearance on Bank Drafts.

Mail Order Fax: 0386-765354

RETAIL SHOWROOMS

Normal Opening times: Monday-Saturday, 9.00-5.30
Late Night Opening Until 7pm Wednesday-Friday

EVESHAM	BIRMINGHAM
Unit 9 St Richards Rd, Evesham Worcs WR11 6XJ ☎ 0386•765180 fax : 0386 765354	251-255 Moseley Rd, Highgate Birmingham B12 0EA ☎ 021•446 5050 fax : 021 446 5010
CAMBRIDGE	**MILTON KEYNES**
5 Glisson Road, Cambridge CB1 2HA ☎ 0223•323898 fax : 0223 322883	320 Witan Gate, Milton Keynes MK9 2HP ☎ 0908•230898 fax : 0908 230865

TECHNICAL SUPPORT ☎ 0386-40303 Monday to Friday, 10.00 - 5.00

1 YEAR WARRANTY ON ALL GOODS

Details correct at time of going to press • All goods subject to availability

AMIGA SOFTWARE

Digita Wordworth	£ 99.00	MR Backup	£ 29.95
Kind Words 2	£ 37.95	AMOS	£ 37.50
Protext V5.5	£ 120.00	HiSoft Lattice C	£ 199.00
Home Accounts V2	£ 49.00	GFA BASIC Compiler	£ 24.95
Deluxe Paint 4	£ 79.99	Devpac 2.15	£ 44.95
Deluxe Video 3	£ 84.95	Workbench Management	£ 9.95

A500 HARD DISKS

PRICE BREAKTHROUGH!

AT LAST... the chance to buy Quality, High Capacity Hard Disk Systems for the Amiga 500 at realistically low prices!

- ☆ **SCSI HARD DISK MECHANISMS** for *optimum performance*, fast Access Time & Autoparking
- ☆ **Includes its own DEDICATED PSU**. CBM recommends against use of Hard Disks without independent power supply.
- ☆ Option for **up to 4MB additional easy RAM EXPANSION**, using **'SIMMS'**
- ☆ **COOL....** by popular demand, we have fitted a Cooling Fan!
- ☆ **GAME SWITCH** allows Games to be loaded without disconnection
- ☆ Includes **SCSI THROUGHPORT** at rear for further expansion
- ☆ **High quality** metal casing, colour and stylematched to the Amiga 500
- ☆ **Includes 'MRBACKUP PRO'** as well as Configuration/Format software

40Mb MODEL ONLY £229
100Mb MODEL ONLY £329
2Mb RAM Version: ADD £60 • 4Mb RAM Version: ADD £120

AMIGA 500 SOLDERLESS RAM UPGRADES

A500 512K RAM/CLOCK UPGRADE

ONLY £19.99 INC. VAT AND DELIVERY

ALSO WITHOUT CLOCK FOR ONLY : **£16.99**

☆ CONVENIENT ON / OFF MEMORY SWITCH ☆ AUTO-RECHARGING BATTERY BACKED REAL-TIME CLOCK ☆ COMPACT, ULTRA-NEAT DESIGN

'A500 PLUS' 1MB RAM UPGRADE

THE *FASTEST* AND EASIEST WAY TO UPGRADE YOUR A500+ TO 2MB RAM!

Simply Plugs into trapdoor expansion area ☆ Increases total RAM capacity to 2Mb 'ChipRAM' ☆ RAM On/Off Switch ☆ Compact unit size ☆ Only 8 low power RAM IC's ☆ High reliability

ONLY £37.95

1.5MB RAM BOARD

UPGRADE TO 2MB FOR ONLY £69.99!

Fully populated board increases total RAM in A500 to 2Mb! ☆ Plugs into trapdoor area, & connects to 'GARY' chip ☆ Includes Battery-Backed Real-Time Clock ☆ Socketed RAM ICs on 512K / 1Mb Versions

Unpopulated RAM board with clock .... £ 34.95
With 1.5Mb FASTRAM installed..... £ 69.99

N.B.: The expansion board requires Kickstart 1.3 to operate - Kickstart 1.3 upgrade available from us for £29.95

'MEGABOARD'

With our MEGABOARD, you can further expand your A500's memory to *a total of 2MB* __without__ disposing of your existing 512K upgrade (must be 4 x RAM-chip type, or not exceeding 9cm in length).

CONNECTS TO YOUR 512K RAM UPGRADE TO GIVE 1.5MB

ONLY £42.99

MEGABOARD needs Kickstart 1.3 to operate (Kickstart 1.3 upgrade available from us for £29.95). Installation requires connection to the GARY chip. Easy to follow instructions provided.

A500 EXTERNAL 8MB RAM UNIT

- ☆ Throughport for further expansion
- ☆ Very low power consumption
- ☆ Style matched to the A500
- ☆ RAM access LED
- ☆ RAM test/run switch
- ☆ Available fitted with 2Mb, 4Mb, or fully populated with 8Mb
- ☆ Optional PSU (allows Amiga to power other devices)

Incorporating the latest 'ZIP' DRAM technology, our new External Memory Upgrade allows the A500 / A500+ to be upgraded by up to a further 8Mb of auto-configuring FASTRAM.

N.B. Any memory fitted to this unit is in addition to that on your machine already, to a maximum of 8Mb on the external unit.

With 2MB fitted...£112.99 with 4MB...£159.99 with 8MB...£259.99

PARTIALLY POPULATED UNITS EXPAND TO 8MB WITH 2MB MODULES, AVAILABLE SEPARATELY AT ONLY £89.99 PER 2MB • OPTIONAL POWER SUPPLY £14.95

PRINTERS

Prices Include VAT, Delivery and Connection Cable

ALL EVESHAM MICROS STAR PRINTERS INCLUDE 12 MONTHS ON-SITE WARRANTY

Star LC 20 Successor to LC 10, 4 fonts, 180/44cps	£ 129.99
NEW! **Star LC 100** Entry level 9-Pin Colour, 4 fonts	£ 168.03
Star LC 200 9-Pin Colour, 4 fonts, 180 /45cps	£ 193.88
NEW! **Star LC 24-100** 24-Pin, 5 fonts, 192/64cps	£ 196.23
Star LC 24-20 24-Pin, 5 fonts, 192/64cps, excellent features	£ 204.45
Star LC 24-200C Superb 24-Pin Colour, 5 fonts, 200/67cps	£ 269.08
Automatic Sheet Feeder for 10" **LC** printers (pls.state model)	£ 64.95
Star XB24-200 COLOUR 24-pin, 80 col. power printer	£ 368.95
Star XB24-250 132 column version of XB24-200	£ 438.28

Citizen Swift-24E including COLOUR kit	£ 299.99
Hewlett-Packard Deskjet 500	£ 359.99
Hewlett-Packard Deskjet 500C (Colour)	£ 529.00
Canon BJ-10EX Inkjet Printer	£ 233.83
Epson LX400 budget 10" carriage 9-pin 180/25cps	£ 139.00
Epson LQ100 24-pin 180/60cps, 8k buffer	£ 205.00
Panasonic KXP1124i uprated 24-pin model 300/100cps	£ 279.00
Panasonic KXP2123 good value 24-pin colour model	£ 299.00

TOP VALUE 400dpi HANDY SCANNER

QUALITY SCANNING - AT THE RIGHT PRICE !



Now includes DAATASCAN PROFESSIONAL VERSION 3 and THE PUBLISHER DeskTop Publishing software

At a genuine 400dpi scanning resolution, this scanner produces truly superb quality scans. Has a full 105mm scanning width, variable brightness control and 100 / 200 / 300 / 400dpi resolution. **Daatascan Professional Version 3**- scanning *and* editing software allows real-time scanning in either line art or in up to 64 simulated grey scales. Provides powerful editing features and excellent compatibility with most DTP and Paint Packages, eg. Deluxe Paint 4, Touch-Up. Also supplied is **The Publisher** DeskTop Pubishing package, ideal for incorporating your scanned images into flyers and newsletters.

STILL ONLY £99.99

TRUEMOUSE



WE GUARANTEE that this is the smoothest, most responsive and accurate replacement mouse you can buy for the Amiga. Excellent performance, now with a 300dpi resolution. Amazing new price!

£14.99 SATISFACTION GUARANTEED

GOLDEN IMAGE OPTICAL MOUSE Amiga/ST compatible - excellent travel+accuracy assured. **NEW LOW PRICE!**.. £ 29.00

TRACKBALL



High performance trackball, directly compatible to any Amiga or Atari ST. Plugs into mouse or joystick port. Super-smooth and accurate - you probably won't want to use a mouse again after using this Trackball ! Full one-handed control. Top quality opto-mechanical design, giving high speed and accuracy every time. No driver software needed !

ONLY £29.95

NEW! A500 ROM SWITCHER

SWITCHING BETWEEN VERSIONS OF KICKSTART ON YOUR A500 IS EASY WITH OUR NEW ROM SWITCHER!

You can improve software compatibility on your A500 Plus! By fitting our ROM switcher, you can alternate between the Kickstart 2 already resident and another version of Kickstart ROM chip, giving you the freedom of choice. Fitting is very simple indeed, and requires *no soldering or* special technical knowledge. Fitting allows two methods of switching; either by keyboard reset, or by an external toggle switch. **N.B. Kickstart ROM not supplied. A500 Revision 5A boards will require circuit modification.**

ONLY £24.95

Kickstart 1.3 ROM supplied separately	only £29.95
Kickstart 2.0 ROM supplied separately	only £39.95
A500 Revision 5A PCB Circuit Modification Service	£29.95

ZY-FI Amplified Stereo Speakers

REALISE THE TRUE SOUND POTENTIAL OF YOUR AMIGA WITH THIS PAIR OF FULL RANGE SPEAKERS !



Your Amiga produces fine quality hi-fi stereo sound. Enjoy quality stereo sound reproduction *to the full* with this new design twin speaker system! Incorporates a built-in amplifier with separate adjustable volume controls for each speaker unit. Runs from PSU (supplied) or from batteries (not included).

Speaker Dimensions 160x95x105mm (HxWxD)

ONLY £39.95

AMIGA 600 — EXCITING NEW PACKS — AMIGA 600

STANDARD PACK

Features: Delux Paint • Exciting game title • 12 months on-site maintenance

ONLY £279.99

2MB RAM/CLOCK VERSION £314.99

WILD WIERD WICKED PACK

Features: Push-over • Grand Prix • Putty • Delux Paint III • 12 months on-site maintenance

ONLY £324.99

2MB RAM/CLOCK VERSION £359.99



• Built-in TV Modulator • Built-in IDE Hard Disk Controller • Kickstart 2 • 1Mb ChipRAM • Accepts Memory Cards

EPIC PACK

Commodore's 20Mb Hard Disk version, features: Epic • Rome • Myth • Language Lab • 5 language Dictionary • Trivial Pursuit • Delux Paint III • 12 months on-site maintenance

ONLY £449.99

2MB RAM/CLOCK VERSION £484.99

4MB RAM CARD

For any A600.........£149.00

Evesham Micros SPECIAL HARD DISK UPGRADED MODELS

We are now able to supply Amiga A600's with larger hard disks. We take a single drive A600 and install a high quality 2½" IDE hard drive. All models are available with 2Mb RAM – please add £35.00

Please note the hard disk installation is not covered by on-site warranty

	40Mb	80Mb	120Mb
STANDARD PACK	£479.99	£529.99	£599.99
WWW PACK	£524.99	£574.99	£644.99

UPGRADE YOUR OWN A600 TO HARD DISK

Bring the benefits of a Hard Disk installation to your existing Amiga 600 with our easy to fit upgrades.

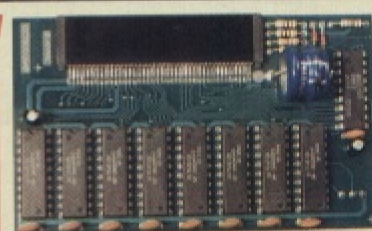
40Mb	£229.00
80Mb	£279.00
120Mb	£359.00

NEW FROM Evesham Micros A600 1MB RAM/CLOCK UPGRADE

UPGRADE YOUR NEW A600 TO 2Mb WITH THIS SIMPLE PLUG-IN MEMORY UPGRADE!

- ☆ Simply Plugs into the A600's trapdoor expansion area
- ☆ Increases total RAM capacity of A600 to 2Mb 'ChipRAM'
- ☆ RAM Enable / Disable Switch
- ☆ Battery-Backed Real-Time Clock

ONLY £39.99



ROCGEN GENLOCKS

OFFERING EXCEPTIONAL VALUE FOR MONEY, the Rocgen Genlocks offer levels of quality, function and sophistication not normally available in this price category.



Genlock Plus

SPECIAL OFFER! ROCGEN MK.II INCLUDES 'HOME TITLER' SOFTWARE FOR A500

GENLOCK MK.II ONLY £79.99 — **GENLOCK PLUS** ONLY £119.99

PHILIPS 15" TV/MONITOR



With its dedicated monitor input, this model combines the advantages of a high quality medium resolution colour monitor with the convenience of remote control Teletext TV - at an excellent low price ! Features dark glass screen for improved contrast, plus full range 3-way speaker sound output .

£269.00 Including VAT, delivery & cable

Philips CM8833 Mk.II Monitor (Genuine UK version), includes cable, 1 Year on-site maintenance and 'Lotus Esprit Turbo 2' game.......... £ 199.00

ACCESSORIES

Add-on hard drive for A590 external cased unit with power supply	
40Mb	£ 249.00
100Mb	£ 399.00
MIDI Interface connects to serial port	£ 19.95
Virus Protector fits to last drive in system, protectng all drives	£ 6.95
VIDI-12 Amiga video digitiser package inc. VIDI-Chrome	£ 110.00
Amiga 500 Dust Cover	£ 4.95
Amiga 600 Dust Cover	£ 4.95

PROFESSIONAL AMIGA REPAIRS

Fixed rate repair service, includes disk drive faults...........£ 54.95

Please contact us on 0386-446441

Please note that we reserve the right to refuse any machine which is beyond economic repair

REPLACEMENT POWER SUPPLIES



Genuine Commodore Amiga A500 type replacement Power Supply Unit. Good quality 'switch mode' type. Super low price!

ONLY £39.95

Replacement Power Supply for A590 Hard Disk.........£ 49.95

3½" EXTERNAL FLOPPY DRIVES

AMAZING LOW PRICE !

£47.99 including VAT & delivery

- Very quiet
- Slimline design
- Suits any Amiga
- Cooling vents
- Sleek, high quality metal casing
- Quality Citizen/Sony drive mechanism
- Enable / Disable switch
- Full 880K Formatted Capacity
- Long reach connection cable
- Throughport facility for addition of further drives

REPLACEMENT A500 INTERNAL 3.5" DRIVE KIT



Fully compatible, with 1Mb unformatted capacity. Straightforward installation procedure. Kit includes full fitting instructions.

ONLY £39.99

Evesham Micros • CALL US NOW ON (0386) 765500 • Evesham Micros • CALL US NOW ON (0386) 765500 • Evesham Micros •

3D CONSTRUCTION KIT II

Does Incentive's new tool build on the success of its forerunner? Tony Horgan dons hard hat to find out.

FREELY BUILT

Way back in the mists of computer gaming history, Incentive developed Freescape, a solid 3D system that was to be used for a series of arcade adventures. After flogging their once-healthy horse into an early grave, Incentive decided to let the public have a go at designing their own 3D adventures, by releasing a more user-friendly version of their own game creation utility. Now, just when you thought the Freescape stallion had been put out to pasture, along comes *3D Construction Kit II*.

As before, the idea with *3D Kit II* is that you can create a whole new world, or even a series of worlds, which can then be explored on foot or by air. As well as passive objects, such as buildings, monuments and natural scenery, you can also create 'live' objects. These could take any form you like, and it's these that introduce the game element. After all, what 3D adventure would be complete without its quota of Daleks, trip-wires and trap doors?



From small acorns, mighty oaks and all that.. Even the most complex construction is made from one of these simple building blocks.

FILL IT UP

It all begins with an empty world, so the first thing to do is get an object up on screen. You can choose one from the list of basic cuboids, cones and spheres, or load up one of the more complex objects included on the second disk. Fortunately, any object can be edited on the 3D view, so there's none of that confusing top, plan and side view editing that's common in 3D rendering packages.

Using the icons along the bottom of the screen, you cycle through the points, pulling any of them in any direction. You can also stretch the whole object along any axis. As a result, it is possible to create just about any shape you can imagine, so long as it's constructed of straight flat edges or spheres. By joining simple blocks together, some extremely detailed constructions are possible. All the time you're editing your objects, you're free to walk or fly around them, using the same controls that you'd have in the finished game. Once that's done, it's on to the next object.

What elevates this from a 3D design package to a 3D game creator, is the programming language that governs the movements, actions and reactions of all the game's objects. This has been expanded to include twice as many commands as in the first *3D Kit*. Using the language, which is akin to a cut-down form of BASIC, you can define time limits, tell the program what to do if a certain object is shot, and so on.

GETTING DIFFICULT

It's here that *3D Kit II* begins to veer off from its novice-friendly track. If you've never had any programming experience, this could be quite a stumbling block, but anyone who's dabbled in coding shouldn't have much trouble getting the hang of it. The up-side of this, is that it allows you to get a lot more flexibility out of the system. You are able to come up with completely original games, so long as you've got the imagination and the time to realise it.

One other thing you'll need is patience. Because everything is done in realtime solid 3D, it can be rather slow. Sluggish response when clicking on icons and menus can be a pain in the neck. It doesn't help that most of the icons have no visual response, so if nothing appears to be happening, you often can't tell if your mouse buttons are up the spout, if the program simply hasn't registered your click, or if it has registered and is getting on with the job.

Rather like *AMOS*, *3D Kit II* uses sample banks for its sound effects. To help you compile these banks, there's a separate program on the first disk called *3D Sound*. This new addition to the package doubles as a sample editor and a bank creator, and includes a number of effects including chorus, reverb and echo, which can be used to process your samples.

Add your own sound effects to your games with the SFX editor. Even if they're not up to much, you can spruce them up with the various special effects available.



LOOKING FOR CHANGE

The trouble with most game creators, such as *Shoot 'em up Construction Kit*, is that they're only really capable of producing one game. If you've played one *SEUCK* game you've played them all. While anything you write with *3D Kit* is always going to look like a *3D Kit* game, there's still quite

Once you've got your basic object, you can bend and stretch it until it begins to resemble something vaguely interesting.



WHAT'S NEW?

- Here's a brief summary of the main new features.
- Command language now twice the size
- Supports spheres and 'flexicubes'
- New distance-fading function
- 100 clip-art objects
- Dials available for control panels
- Separate sound editing module
- Debugging utility
- Improved rotation resolution (1 degree minimum)
- Animated borders
- Multiple borders

a lot of scope for different types of game.

The player's input is limited to walking or flying around, and destroying, activating or picking up objects by shooting them. Even so, with some imagination, some quite diverse and in-depth adventures can be achieved. The main thing to remember is that you're not stuck with the same old space scenario. Why not try basing the game around the film The Great Escape, or Fantastic Voyage? You could even have it set in drab old 20th Century London, with all your favourite landmarks in glorious 3D.

Just how complex your games are is down to you. You could go on adding objects and details to a scene indefinitely, but the more detail you include, the slower it gets. I'm told the 3D routine has been speeded up, but it looks just the same to me: quite slow even with simple objects on screen, and very slow when it gets busy.

WHAT ABOUT PROGRESS?

Considering this is a version 2 release, I would have expected quite a lot more in the way of improvements. With the exception of the expanded command language, the differences between this and the original program are mostly rather superficial and insignificant. Now you can rotate to an accuracy of one degree, animate the borders, and include dials in the score panels. I can't see that lot getting many *3D Kit 1* users foaming at the mouth with anticipation. Where's the appreciable increase in speed, the exterior views, the improved interface and so on?

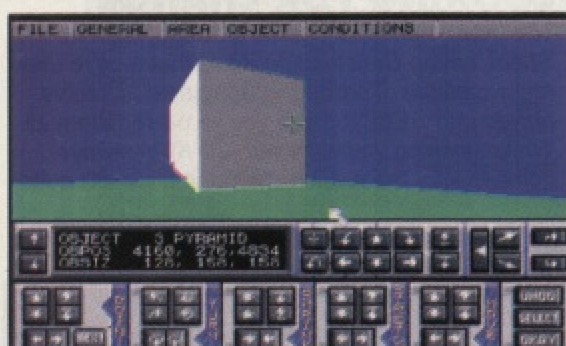
There's no doubting that *3D Kit II* is a very powerful program, as was the first version. The trouble is that it's not as impressive as when it was first released, and there's very little to persuade owners of 3D Kit 1 to upgrade. Registered 3D Construction Kit Club members will be able to upgrade for a discounted sum which, as we go to press, is still to be set. If solid 3D is your thing, and you're looking for something to get you through those long winter nights, then give it a shot, but seasoned 3D Kitters may well be disappointed.



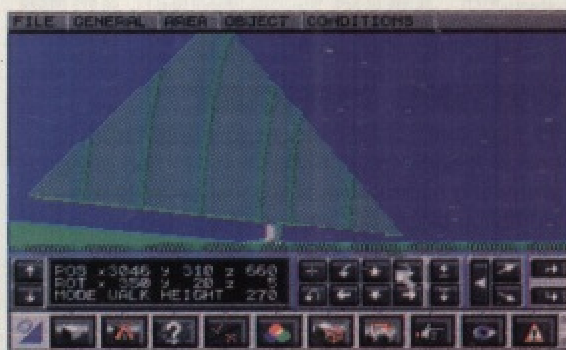


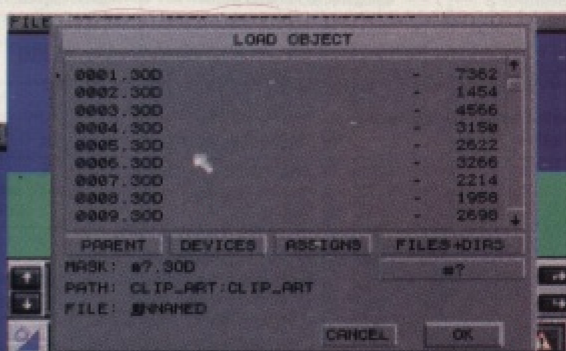
A lot of bending and stretching, cutting and pasting later, you might come up with something like this fighter plane, or even this exciting bus! I suppose you could use it in an Amiga version of The Italian Job...

If you fancy something a bit more ominous, have a go at building some tower monoliths or skyscrapers. Use the 'look up' icon to give it all a dramatic perspective.



You know what they say about mighty oaks growing from acorns? Well this acorn has just sprouted a shoot. It wants to be a tower block when it grows up.





If you're feeling lazy, you can load one of the 100 clip art objects supplied on the second disk. Whether you're creating a science fiction space epic, or a gothic thriller, there's something here for all occasions.



3D CONSTUCTION KIT

... at a glance

• 3D game creation utility • Few updates from version 1 • Fairly slow • Has its own programming language • Hard drive compatible • Includes sound fx editor • Creates stand-alone games

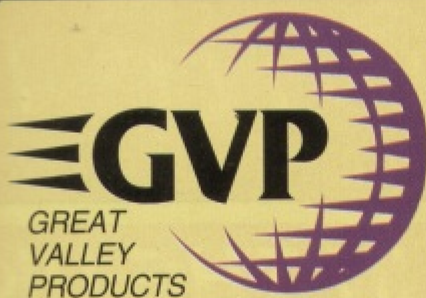
Address: Domark, Ferry House, 51-57 Lacey Road, Putney, SW15 1PR. Tel: 081 780 2222.

DOMARK £49.95

'A disappointing upgrade of the original version'

EASE OF USE	68%
VALUE FOR MONEY	72%
EFFECTIVENESS	81%
FLEXIBILITY	84%
INNOVATION	63%
OVERALL	**72%**

AMIGA PERIPHERALS



QUALITY AMIGA PERIPHERALS WITH A 2 YEAR WARRANTY

Silica Systems are pleased to present the GVP range of peripherals. GVP are the world's largest third party manufacturer of peripherals for the Amiga range and have a reputation for high specification, quality products. The company was founded only four years ago by a man who knows about the Amiga, Commodore's ex-Vice President of Technology. He, along with a team of Amiga experts including other ex-Commodore staff, understand the add-on requirements of Amiga owners better than anyone. Not only do GVP provide peripherals that Amiga owners want, they also offer peace of mind, with a 2 year warranty on the products they manufacture. So, if you are looking for the very best in peripherals for your Amiga computer, look no further than GVP.

FREE BROCHURE
RETURN THE COUPON FOR YOUR COPY

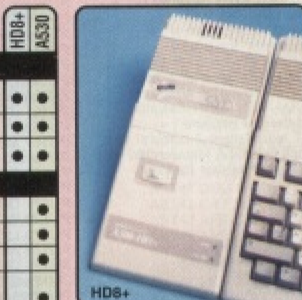
GVP's HD8+ hard drive and A530 hard drive with 40MHz accelerator, represent the highest quality Amiga 500 peripherals, at very affordable prices. Each incorporates a fast action hard drive, RAM expansion capability, custom VLSI chip and FaaaSTROM SCSI driver, for unbeatable performance.

The HD8+ hard drive offers up to 8Mb of standard internal Fast RAM expansion and the A530 Combo, up to 8Mb of 32-bit wide fast RAM expansion. Both feature a SCSI controller, which supports up to 6 additional devices, and an Autoboot/Game cut-off switch. Both are available in 80, 120 and 213Mb hard drive versions.

In addition, the A530 Combo zooms the Amiga forward with an 030 accelerator, running at a blistering 40MHz. This enables your Amiga 500 to run at an incredible 12.1 MIPS, faster than an Amiga 3000! No other product in the world combines all the features found in the A530 Combo! A plug-in PC emulator option, shown below, is available for the HD8+ and A530 Combo.

NEW! NOW IN STOCK
80Mb HARD DRIVE ONLY £399

	HD8+	A530
HARD DRIVE		
SCSI HARD DRIVE 40, 80, 120 & 213Mb VERSIONS	•	•
ULTRA FAST ACCESS	•	•
TRANSFER RATE UP TO 2,100K/sec* (*THE RATE OF THE 213Mb HD)	•	•
ACCELERATOR		
40MHz 68030EC CPU		•
OPTIONAL 68882 MATHS CO-PROCESSOR		•
RUNS AT 12.1 MIPS (FASTER THAN AN A3000!)		•
HARDWARE SUPPORT TO MAP KICKSTART INTO 32-bit WIDE FAST RAM FOR FASTER OPERATION (LIKE CACHING THE OPERATING SYSTEM)		•
RAM BOARD		
UP TO 8MB OF 8 OR 9-bit FAST RAM (8 OR 9-bit WIDE SIMMS - 120ns OR QUICKER)	•	
UP TO 8Mb OF 32-bit WIDE FAST RAM (32-bit WIDE SIMMs - 60ns)		•
1Mb POPULATED		•
OTHER FEATURES		
HDD/ACCELERATOR 'CUT-OFF' SWITCH FOR 100% GAME COMPATIBILITY	•	•
SCSI CONTROLLER FOR UP TO 6 ADDITIONAL DEVICES	•	•
VLSI CUSTOM CHIP	•	•
FAAAST ROM SCSI DRIVER	•	•
IDENTICAL COLOUR & STYLING TO THE A500	•	•
BUILT-IN VENTILATION FAN TO PREVENT THE UNIT FROM OVERHEATING	•	•
DEDICATED POWER SUPPLY	•	•
'MINI-SLOT' FOR FUTURE EXPANSIONS (E.G. PC EMULATOR)	•	•
REMOVABLE MEDIA SUPPORT	•	•
DIRECT MEMORY ACCESS (DMA) STYLE FOR ULTIMATE PERFORMANCE	•	•
EASY-TO-USE SOFTWARE	•	•
2 YEAR WARRANTY	•	•


HD8+

A530

AMIGA GOLD FORMAT

PC EMULATOR
PLUG-IN OPTION FOR HD8+ & A530



- 16MHz 80286 processor
- 287 Maths Co-Processor socket
- 512K of PC RAM plus the use of Amiga RAM
- Supports Hercules, CGA, EGA/VGA (monochrome) and T3100 video modes
- Runs MS-DOS (3.2 and upwards) plus thousands of other PC programs

This powerful 286 emulator module simply plugs into the "mini-slot" of the GVP HD8+ or A530 (without invalidating the warranty). It has full access to the Amiga's resources and allows you to run PC and Amiga programs at the same time, giving you two computers in one.

£199 Ref: EMU 0500

PRESS COMMENT:

'Superb build, excellent aesthetics and blinding speed make this the best A500 hard drive' ... AMIGA SHOPPER (HD8+)

'GVP claims this is the fastest hard drive in the world and none of our tests could prove that wrong ... Untouchable. THE choice' AMIGA SHOPPER (HD8+)

'Still the best hard drive'... 92% AMIGA FORMAT 11/91 (HD8+)

'GVP have done it again!'... 94% AMIGA FORMAT 9/92 (A530)

'... the build quality is excellent ... in terms of performance, their gear is the best ... their equipment is worth every penny'. AMIGA FORMAT 9/92 (A530)

HARD DRIVES & ACCELERATORS
PRICES FROM:
£399

MODEL	80Mb	120Mb	213Mb
HARD DRIVE HD8+	£399 Ref: HAR 0888	£449 Ref: HAR 0922	£699 Ref: HAR 0933
A530 COMBO HARD DRIVE & ACCELERATOR	£699 Ref: HAR 0968	£749 Ref: HAR 0974	£999 Ref: HAR 0983

FOR ALL AMIGAS



SOUND SAMPLER
- *8-bit stereo sampler*
- *Plugs into parallel port*
- *MIDI support for song input*
- *Extensive editing features*

For the semi-professional and audio hobbyist a high quality 8-bit stereo sound sampler that connects into the parallel port on any Amiga 500, 600, 1500, 2000 or 3000 computer. Combined with one of the fastest, most powerful and easy-to-use sound and music editing programs available. Includes 4-track soundtracker file compatible sequencer.

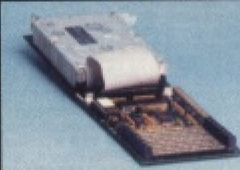
MUS 2500 **£49.95**

AMIGA 1500 + 2000 + 3000 PRODUCTS

ACCELERATORS

	030 25MHz	030 40MHz	030 50MHz	NEW! 040 33MHz
Processor	68030EC	68030EC	68030	68040
Speed MIPS	7.48	12.1	15	30
Speed MHz	25	40	50	33
Math co-proc	68882	68882	68882	Built-in
Standard 32-bit RAM	1Mb	4Mb	4Mb	4Mb
Maximum 32-bit RAM	13Mb	16Mb	16Mb	16Mb
Extras	SCSI	SCSI	SCSI	SCSI Ser/Par
Code	UPG 0110	UPG 0430	UPG 0530	UPG 0740
PRICE	£599	£849	£1199	£1699

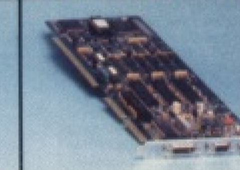
All GVP G-Force accelerators can be turned into a hard card by adding a Mount Kit, GVA 4251, £39.95, making it the ULTIMATE Amiga 1500/2000 peripheral. Any 1" SCSI drive can then be mounted on to the accelerator.



HARD CARDS
- *Factory installed Hard Drives*
- *0, 80, 120, 213, & 420Mb options*
- *On-board 8Mb memory sockets*
- *Add up to 6 SCSI devices*

The Impact II HC8 hard cards are the equivalent of the HD8+ hard drive, but for the 1500 and 2000 models. They are some of the fastest hard drives available, and incorporate an unpopulated 8Mb RAM expansion.

0Mb	Ref: HAR 1300	£129
80Mb	Ref: HAR 1388	£349
120Mb	Ref: HAR 1422	£399
213Mb	Ref: HAR 1533	£599
420Mb	Ref: HAR 1542	£999



VIDEO ENHANCER
- *16 million colours @ 768 x 580 PAL Res*
- *Supports comp video, S-VHS & RGB*
- *Broadcast quality genlock*
- *Now with RGB splitter*

Impact Vision 24 is the latest 24-bit Professional Video Adaptor. It features 16 million colours on screen at once, built-in genlock, flicker fixer, frame buffer, frame grabber and digital keyer. Supplied with Caligari-IV24 3D modelling and rendering software, Scala IV24 video titling software, plus Macro Paint 24-bit paint package. A1500/2000 requires additional adaptor, GVA 5224, £49.95

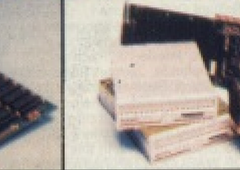
IV-24 - VIU SPLITTER	Ref: VID 7024	£1499
IV-24 - VIU TRANSCODER	Ref: VID 7124	£1899



RAM BOARDS
- *Up to 8Mb of FAST RAM*
- *Upgrade in 2Mb increments*
- *Supports industry standard RAM chips*
- *Diagnostic software included*
- *Fully auto-configuring*

The RAM-8 offers an easy way to upgrade your 1500 or 2000 in 2Mb increments up to 8Mb. The RAM 8 is fully auto-configuring and is supplied with peace-of-mind diagnostic software. 6Mb configuration supported for bridgeboard owners.

0Mb populated	RAM 2800	£99
2Mb populated	RAM 2802	£149



REMOVABLE MEDIA
- *Syquest 44 or 88Mb removable media*
- *Available with or without HC8 Controller*
- *20ms access time*
- *GVP HC8 Controller option extra*
- *External case available for A500/3000*

Each drive comes with a removable cartridge.

External Case	Ref: GVA 5019	£179
44Mb (Bare Drive)	Ref: HAR 1554	£399
44Mb (+HC8)	Ref: HAR 1566	£479
88Mb (Bare Drive)	Ref: HAR 1619	£499
88Mb (+HC8)	Ref: HAR 1691	£579

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

141092-1550

SILICA SYSTEMS OFFER YOU

- ***FREE OVERNIGHT DELIVERY:*** On all hardware orders shipped in the UK mainland.
- ***TECHNICAL SUPPORT HELPLINE:*** Team of technical experts at your service.
- ***PRICE MATCH:*** We normally match competitors on a "Same product - Same price" basis.
- ***ESTABLISHED 14 YEARS:*** Proven track record in professional computer sales.
- ***£12 MILLION TURNOVER (with 60 staff):*** Solid, reliable and profitable.
- ***BUSINESS + EDUCATION + GOVERNMENT:*** Volume discounts available **081-308 0888.**
- ***SHOWROOMS:*** Demonstration and training facilities at our London & Sidcup branches.
- ***THE FULL STOCK RANGE:*** All of your requirements from one supplier.
- ***FREE CATALOGUES:*** Will be mailed to you with offers + software and peripheral details.
- ***PAYMENT:*** Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new Amiga products, we suggest you think very carefully about WHERE you buy them. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE **081-309 1111**



MAIL ORDER: Order Lines Open: Mon-Sat 9.00am-6.00pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	No Late Night Opening	Tel: 081-309 1111 Fax No: 081-308 0608
LONDON SHOP: Opening Hours: Mon-Sat 9.30am-6.00pm	52 Tottenham Court Road, London, W1P 0BA	No Late Night Opening	Tel: 071-580 4000 Fax No: 071-323 4737
LONDON SHOP: Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm)	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	Late Night: Thursday - 8pm	Tel: 071-629 1234 Extension: 3914
SIDCUP SHOP: Opening Hours: Mon-Sat 9.00am-5.30pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Late Night: Friday - 7pm	Tel: 081-302 8811 Fax No: 081-309 0017
ESSEX SHOP: Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm)	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA	No Late Night Opening	Tel: 0702 462426 Fax No: 0702 462363

To: Silica Systems, CMUSR-1292-68, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A BROCHURE ON THE GVP RANGE

Mr/Mrs/Miss/Ms: .... Initials: .... Surname: ....

Company Name (if applicable): ....

Address: ....

....

.... Postcode: ....

Tel (Home): .... Tel (Work): ....

Which computer(s), if any, do you own? 68F

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.



United Public D

The innovators

Look for the CLR logo for quality Amiga licenceware!!

THE BEST SELECTION OF PD IN THE UK

GAMES

PG001/2 ADVENTURE SOLUTIONS Excellent !
PG003 AIR WARRIOR Good flight Sim +
PG006 ANTEP & SLOT CARS role playing game+
PG008 ASI 1 Tanx, Rollerpede, Avatris +
PG009 ASI 2 Four classic games ! Get it +
PG010 ASI 3 Megaball & Drip Superb !+
PG011 ASI 4 Frogger & more games +
PG012 ASI 5 Raid, Go Looly & Retaliator+
PG013 ASI 6 Pacman & 4 more - cool !
PG014 ASI 7 Moonbase, Trix, Mightworks
PG015 ASI 8 Airace2, Hball, + more !+
PG016 ASI 9 Battle pong & Blizzard +
PG017 ASI 10 Escape, Pipeline, Pickout+
PG018 ASI 11 Dad, Cnnnex,Reversi+Trippin+
PG019 ASI 12 Llamatron, Car, Powerpong
PG020 ASI 13 Twintris + more good games
PG021 ATIC ATAC Really playable ! +
PG023 BATTLEFORCE strategy war game
PG024 BLACKJACK Good card game !+
PG026 CASTLE OF DOOM Excellent! Get it +
PG028 COLOSSUS & WORLD Fab adventures !+
PG029 CROSSWORD COMPILER As it says !+
PG031 DARKSTAFF Spec emulated adventure!+
PG032 DRAGONS CAVE D&D style game Mega+
PG034 ETERNAL ROME Strategy & DOMINOES+
PG046 HACK Great text adventure-infocom style! +
PG047 HOLLYWOOD TRIVIA Nice Trivia Game! +
PG048 HOLY GRAIL One of the best Text adventures+
PG051 KILLER CARS Great filled vectors game!+
PG052 LAMER GAME Operation wolf type game!+
PG053 LARN A superb text adventure game +
PG059 LORE OF CONQUEST space trading D&D game
PG062 MENTAL IMAGE 1 Gridrunner invaders & rebound+
PG064 NAPOLEONIC WAR SIMULATOR strategy game!
PG065 NESTOR CARD GAME Good cards game +
PG066/67 NETHACK D&D Adventure needs 2 drives
PG068 NO MANS LAND Hi tech war game-shoot em up. +
PG070 PETERS QUEST Rescue the maiden ! +
PG071 POM POM GUNNER Like beach-head on the 64+
PG072 PROPERTY MARKET Become a millionaire !!!
PG073 RAPHAELS REVENGE Turtle game in SEUCK!+
PG074 RETURN TO EARTH Elite space trading game! +
PG076 SEVEN TILES Speedball type game-MEGA!
PG079 SEALANCE A submarine strategy game +
PG080 SERENE Good quality shoot up!+
PG081 SERENE II Follow up to the above game +
PG082 SIMPSONS GAME Shoot em up done in SEUCK+
PG084 ST BASH Blast the Atari Sts!!!
PG085 STARFLEET Nice game done in SEUCK!+
PG091 SUPER TWINRIS Superb 2 player tetris!!+
PG093 TENNIS Good game (Some language) 1mg
PG094 TRAIN CONSTRUCTION KIT make your own tracks+
PG101 THE INSIDERS CLUB Stocks & shares game
PG103 WET BEAVER GAMES Version of pong game!+
PG105 WIZZYS QUEST Fab arcade adventure game!+
PG108 ASI 14 ChinaChallenge2 & Amiga Columns!+
PG109 TOMCAT Superb World war II shootup!+
PG110 SUPER SKODA CHALLENGE Nice car racegame!+
PG111 MIDNIGHT THIEF A nice text adventure game!
PG112 ULTIMATE CARD GAMES Cribbage,Patience etc.
PG114 CHINA SHOP Smash everything in sight!!
PG121 A500+ GAMES PACK 21 games to run on a plus+
PG123 LEMMINGOIDS Blast the Asteroids(Lemmingoids?)
PG124 TOTAL WAR Great new Risk type game,ok plus!+
PG125 CARD SHARP 5 fab card games! +
PG126 SKYFLYER Superb WWII shoot em up!+
PG127 AIRMANIA Super platform game from Addware +
PG128 CHEAT WORKS Stacks of new cheats
PG129 PUGGLES Brilliant Q*Bert game !
PG131 ATLANTIS A nice looking strategy game! +
PG132 ASI 15 Battlecars Lettrix & Mambamove!
PG133 ASI 16 Wastelands, Mission X, Pacman +
PG134 ASI 17 Tomcat, Defenda, Jetman Bugblaster+
PG135 ASI 18 Henry in Panic Skyflyer Omega race!
PG136 ASI 19 Growth,FranticFreddy & more!
PG138 BATTLE OF BRITAIN & WAR strategy war games
PG139 DUNGEONS OF MADROJ Excellent D&D game
PG140 MIND GAMES Stacks of fun with this !
PG141/3 SWORD OF WARLOCK RPG adventure 2drives
PG144 REVENGE OF MUTANT CAMELS Classic shootup!+
PG146 ASI 20 Microbes Hollywood trivia Coin drop +
PG149 A NIGHT AT THE TOWN Witty text adventure+
PG150 E -TYPE exellent asteroids clone
PG151 FLAG CATCHER Avoid the bombs !!
PG152 TETREN A very nice Tetris clone
PG153 WAR very good strategy/arcade game+
PG154 NUMPTY & ALIEN INVADERS Manic miner game!
PG155 ASI GAMES 21 Zeus Tettrix & more +
PG156 ASI GAMES 22,Lemmingoids,Wizzys quest Duel etc+
PG157 ASI GAMES 23 Quick money,BIP,Interferon Arcadia+
PG158 PORK A PORK Pop the balloons & stop the foxes+
PG159 MR BRICK Great mario type collect coins game!
PG160 ENTERTAINMENT+ 1 Klondyke Hball & more+
PG161 ENTERTAINMENT+ 2 Zerg BounceNbob Frogger +
PG162 ENTERTAINMENT+ 3 spacewars, squamble & more
PG163 ENTERTAINMENT+ 4 Zon Hanoi Yelp & more +
PG164 GAME TAMER 2.3 joystick tester & 268 cheats+
PG165 SOLID SQUAD Nice little sriving game
PG166 RAID III Wicked new shootemup !!!! +
PG167 SERENE III From the author of Raid !!!+
PG168 WHATSITSNAME Great new puzzle game just in
PG169 ASI GAMES 24 Revenge Dux Croak 3d maze +
PG170 ASI GAMES 25 Another mega collection - Buy it ! +
PG171 ASI GAMES 26 Superpacman 92 Smash tv Ashido +
PG172 ASI GAMES 27 Addictive card games. Really good!+
PG173 GHOSTSHIP A very nice 3D Freescape type game!
PG174 AMOS CRICKET Shareware cricket game,1 or 2plr!
PG175 SPACETRAX A 2 player shoot each other up game+
PG176 TECHNOBAN GAME Quite a nice puzzle game! +
PG177 HELLZONE Stunning R-type clone-GET THIS! +
PG178 MENTAL IMAGE 2 Three Excellent new games +
PG179 BLOB A tricky game written in ShootEmUp Kit +
PG180 SECTOR 1 A nice game similar to alien breed +
PG181 STRIKEBALL Baseball type game done in Amos +
PG182 ETHOS Simple graphical adventue Sinbad style +
PG183 CATACOOMBS A great D&D style game. VG.GFX +
PG184 FATAL MISSION Very good Shootemup game +
PG185 ARAZMAX Similar to the game microbes. Good +
PG186 ASI 28 Doody, DrMario, Invaders2, Madbomber2+
PG187 ASI 29 DOG, Rome, Nova, B-Bal, Atax, Quadrix+
PG188 ASI 30 Bounce & Blast, Total Fire etc! +
PG189 SPACE RESCUE Super scramble like shoot em up!+
PG190 TOP SECRET An exellent quality platform game!+
PG191 ACT OF WAR New space strategy game! +
PG192 CYBERNETIX Fab shoot up! (state your machine)+
PG193 MASHIE NIBLICK Yes, a golf game for your Amiga!+
PG194 INTRUDER ALERT Very good strategy game!
PG195 KLAKTRIS Superb Klax/tetris type combination!!!+
PG196 MASH THE POTATO Strange game written in Amos+

EDUCATION

PE001/5 EDUCATION SET science programs for ages 11+ +
PE006 KIDSPAINTFab little talking colouring book+
PE007/8 LEARN & PLAY Maths, spelling etc. 5-10 yrs +
PE009 STORYLAND 2 Save toyland from the witch! +
PE010 TOTAL CONCEPTS ASTROMOMY book on a disk.+
PE011 TOTAL CONCEPTS DINOSAURS Book on a disk+
PE013 SIMON & SPACE MATHS Talking maths program
PE014 SPANISH, FRENCH, GERMAN TUTOR Translator
PE015 TREASURE SEARCH find the lost treasure ! +
PE016 COLOUR THE ALPHABET learn letters & colours! +
PE018 TYPING TUTOR, Superspell Budget & Mscalender! +
PE019 DUNKS DTP A sort of DeskTopPublisher for kids +

BUSINESS

PB001 AMICASH bank management program+
PB002/3 ANALYTICALC Superb spreadsheet!+ (2)
PB004 ASI LABEL PRINTERS 3 of the best+
PB005 BANKIN control your cheque book! +
PB006 BUSINESS CARD MAKER Nice program+
PB007 CLERK Complete accounts package+
PB008 DESKTOP PUBLISHER Simple to use +
PB009 FLEXYBASE DATABASE Address keeper+
PB010 JOURNAL Keep track of finances
PB011 MISC.BUSINESS Geotime, Grocery list, Calc
PB012 QBASE Simple 8 field database
PB013 QED Simple & effective text ed+
PB014 RIM DATABASE Fully relational !!+
PB015 TEXTPLUS V3.00 The BEST Wordprocessor +
PB016 UEDIT ISSUE 3 NEW VERSION Text Editor+
PB017 VISICALC SPREADSHEET Simple to use+
PB018 WORDWRIGHT Wordpro with spellchecker! +
PB019 BUSINESS LETTERS contracts, letters + more+
PB020 TEXT ENGINE 3.4 NEW Version !!! +
PB021 AMIBASE PRO. Powerful easy to use Dbase +
PB022 BBASE II v5.5 A fast & easy to use database+
PB023 FORMS REALLY UNLIMITED form creation prog+
PB024 LAST WILL & TESTAMENTS Just in case !+
PB025 EDWORD Brand new wordpro - V.good +
PB026 AGRAPH Superb Program graphing data +
PB027 BOILERPLATE Business letters & Wordpro +
PB028 LITTLE OFFICE Intergrated Wpro,Sst,Dbase,Gfx+

UTILITIES

PU002 A-GENE Good geneology program +
PU003 A68K 68000 Assember program
PU004a/b A64 EMULATOR NEW VERSION 2.0 (2)
PU005 AMATEUR RADIO 1 Interest to radio hams +
PU006 ANIMATED POINTER PACK Moving pointers!
PU010 ARP 1.3 Amigados replacement project! +
PU012 ASI GRAFFIX UTILS graphics convertors etc+
PU013 ASI BOOT UTILITIES bootblock utilities +
PU015 BIORYTHMS, STARCHART 2 Good programs+
PU017/20 C MANUAL II (4) Learn to program !!!
PU021 C-LIGHT RAY TRACER Good program+
PU022 CHEMESTHETICS molecule displayer +
PU024 CLERK Manage your bank account!
PU025/32 8 disk set of clipart! good. +
PU033/35 COUNTACH CLIPART 3 disks full! +
PU036 CURSER BASIC COMPILER Just what you need!+
PU037 D-COPY The best PD disk copier & more +
PU038 DARKSTAR UTILITIES 3 Assorted utils!
PU039 DBW The foreunner to Skulpt 3D !!! +
PU040 DEMOLISHER 168 UTILTIES - MEGA !+
PU041/43 DESKBENCH alternative workbench (3)
PU045 DIRECT ACTION Edit animation sequences etc.
PU046 DISKMASTER 3.0 Cli utility, not dos 2!
PU047 DOPE INTROMAKER Make your own intros
PU048 DYNAMITE FONTS II CutNPaste fontscreens
PU049 DYNAMITE FONTS More CutNPaste Fonts
PU055 ELECTROCAD DEMO circuit designer +
PU056 EXILE FONTS Excellent CnP fonts+
PU058 FONTS AND RAM MANAGER BIG video fonts+
PU059 FONTS & SURFACES Backdrops & fonts+
PU061 GENESIS DEMO fractal generator really good!
PU062 GRAPHICS UTILITIES Various misc. programs+
PU063 HAMLAB Convert VGA PC >IFF/HAM +
PU064 HARDDRIVE UTILS MRBackup & FixDisk & more +
PU065 ICONMANIA Program icons & more !+
PU066 ICONS Cramm packed with icons !+
PU067 IMPLODER V4.0 Megacrunching Util+
PU068 INTERFERON PRO Antivirus bootblocks?
PU069 JAZZBENCH Alternative Wb for 1.2/3 users
PU071 JR COMM 1.02 Modem users comms package
PU072 METALLION UTILS Font Editors & more utils+
PU073/76 KING JAMES BIBLE Old&New testaments (4)+
PU077 LANGUAGES DISK Forth, Modula 2, X-Lisp Logo+
PU078 M-CAD Hires design package. Excellent +
PU079 MACVIEW,DRAW,ROTATE 3 unusual progs.Good!
PU080 MESSY-SID Read/Write PC Files, Brilliant!+
PU083 MORSE PROGRAMS for the radio hams.
PU084 MYSTIC HARDWARE MODS Docs for modifications+
PU086/7 NORTH C 1.3 (2) Complete C compiler & libs+
PU088 NORTH C 1.3 This is the packed 1 disk version!+
PU089 PASCAL COMPILER needs a good CLI knowledge+
PU090 IBEM PC EMULATOR This version lasts 15 minutes+
PU091 PENDLE 200 MEGAUTILS An essential collection+
PU095 PRINTER DRIVER GENERATOR & new drivers+
PU096 PRINTER DRIVER UTILITIES Various utils etc.
PU097 PRINT STUDIO V1.25 Prints pics & text etc.+
PU101 QUICKBENCH Instant WB uses RAD: very clever!
PU102 RAZOR 1911 Excellent collection of utilities
PU108 ROT A simple 3D drawing package.Very popular.+
PU109/10 (2 disk) Structured clipart for Ppage +
PU112/3 SOMETHING FOR NOTHING Video Utils&Fonts+
PU115 ST EMULATOR Run Atari ST software !! 2 Drives
PU116 SUPER 'C' DISK Collection of C commands
PU117 SUPERKILLERS Virus Killers! You need this! +
PU118 SUPER WORKBENCH Alternative workbench!
PU121/2 TV GRAPHICS Dpaint backdrops&Fonts+(2)
PU124 ULTIMATE ICONS Iconmaster,Iconlab,+
PU125 ULTRAPAINT v3 A nice paint package!
PU126 UTILITIES COLLECTION About 100 utils!+
PU127 UTILITIES 1 Another collection,about 40!
PU129/30 VIDEO APPLICATIONS Video utilities+
PU132/3 WINDOWSBENCH A Windows 3/WB2 lookalike
PU134 WORKBENCH HACKS amusing stuff !
PU136 ZX SPECTRUM EMULATOR Now with sound +
PU138 LAST HOPE Recover lost files with this!
PU139 GRAPHICS CONVERTERS PC>AMiga gfx Converter
PU140 LITTLEBENCH File copier & utils Dos2 only
PU141/2 TAROT II Learn about your stars !+
PU143 OPTIUTILS 1 Crammed full ! Get it+
PU144 OPTIUTILS 2 Get this disk too ! +
PU145 OPTICOMMS 1 Ncomm 1.921 Lharca, Zoo Arc+
PU147 BEATRIX POTTER CLIPART Nice large clips! +
PU149 ELECTRONIC PROTOTYPER Veroboard designer
PU150 FOOTBALL LEAGUE ED Update league positions
PU151 BROTHERHOOD UTILS 1 Dcopy,Scenery,Qed +
PU152/66 CLIPART SET: 15 Disks of the BEST clipart +
PU167 MULTI-PLOT Superb data plotting program ! +
PU168a/b RAY-DANCE Demo version RayTracer! (2)
PU169 GELIGNITE FONTS CutNPaste fonts+
PU170 P-SUITE Disk magazine maker+
PU171 OPTICOMMS 2 Ncomm 2 & more +
PU172 WORDPOWER Solve Anagrams/Crosswords+
PU173 LSD UTILITIES 23 new utils!
PU174 ASTRO 22 professional astrology program! +
PU175 GELIGNITE FONTS II Excellent IFF fonts+
PU176 GELIGNITE FONTS III More of above!!+
PU177/8 BENCHMASTER Windowsbench & Messysid!!
PU180 RICHARD SMEDLEY COMP VAT checker & more
PU181 RENDER V1 3D Raytrace shading program
PU182 STOCK ANALYST Technical analysis program+
PU183 AMYGEN Excellent geneology program+
PU184 PROCALC V1.0 professional calculator!
PU185/8 COSMOPOLITAN FONTS (4) Packed with fonts+
PU189 TRONIK VIRUS KILLERS 21 virus killers & docs+
PU190 BENCHWORK 1.0 workbench alternative
PU191 LANDBUILDER fractal land generator+
PU192 SID 2 Get this ! directory util !!! MEGA!+
PU193 PLUS 8 Mandelvroom showiz arq addmenu
PU194 PLUS 9 Mouseblanker Nuke Back&front
PU195 PLUS 10 Popup Filesearch Dcopy2 Fblank
PU196 PLUS 11 Lablemaker Calckey Multinstall
PU197 MOBED 2 Dpaint for Sprites & bobs+
PU198 VIDEO WIPES Masks & fades Dpaint 3/4 +
PU199 TDM SLIDESHOW GENERATOR wipe/fade pics
PU200 LITTLEBENCH 1.3 Now for 1.3 owners !!
PU201 MALICE FONTS Excellent tiny fonts for Dpaint+
PU202 CYCLOPS Weird Plasma/fractal creator ! +
PU203 SCOPE 184 utils & clips for Ppage
PU204 GATOR GRAPHICS Dpaint Tutorial disk+
PU205 PC TASK Wicked PC Emulator Get it !!! +
PU206 MSDOS PROGS PC Shareware Progs for PCTask +
PU207 MULTISID Combines SID2 & Multidos(PC>AMIGA)
PU208 ASI HANDYTOOLS 3 A mega compilation of utils
PU209 FRED FISH CATALOGUE contains FISH 1 - 670 +
PU210 PCQ PASCAL Latest version of this Pascal compiler+
PU211 AMIGA PUNT A horse race predicting program!!! +
PU212 PERM CHECK PLUS This is a pools prediction prog
PU213 RACE RATER Another horse racing program!! +
PU214 DIR WORK A Sid type file copying program! +
PU215 CAPTIONATOR Superb shareware video titling! +
PU216 WBASE 1.3 A multitasking workbench database! +
PU217 BROTHERHOOD UTILS 2 More utilities for the plus!+
PU218 ORDER Excellent demo of this commercial Dbase+
PU219 WBHACKS+ Good collection of hacks for + owners
PU220 HUNTERSOFT GFX Convert B/w pics to color
PU221-225 8 COLOR ICONS Hundreds of new icons +
PU226/7 C-EYES FONTS For use in Dpaint, WB, etc.(2) +
PU228 PROBABLY RIPPER Create disks easily with this!+
PU229 JPEG 24 bit graphics compression utility disk! +
PU230 MORE PRINTER DRIVERS Yes new printer drivers!+
PU231/5 PAGESTREAM FONTS 5 disks of super fonts!+ (5)
PU236/7 SCOPE197/8 Adobe type fonts, 2 disks full! +
PU238/9 M.O.R.C. Mouse operated rune caster,oracle !+
PU240 FREECOPY V1.4 A powerful disk copying program! +
PU241 CALORIE BASE Useful for people on a diet!+
PU242 TEXTPLUS PROFESSIONAL 4 needs hard drive!+
PU243 ASPICE Circuit analysis program!+
PU244 BON APPETIT This is a recipe database program! +
PU245/256 C MANUAL Latest version on 12 disks!!!! (12) +

ANIMATIONS

PA001 AEGIS ANIMATIONS Juggler, Plane & Marlyn+
PA031 BASKETBALL A basketball player 1 Meg! +
PA032 BONGO ANIMATION Animation of bongo player!
PA033 BUSY BEE Cute animation of a freaky bee+
PA034 CLOTHES PEG Bounvcing clothes peg?
PA035 COOL COUGAR Good cartoon style anim! +
PA036 CX1 SPACESHIP Excellent RT anim +
PA037 DART ANIMATION Dart pierces egg!!
PA038 DRAGONS LAIR TIMEWARP Good demo! +
PA039 ERIC-S AMY VS WALKER Cute & sexy! 1.5M
PA040 ERIC-S BATMAN vs JOKER Very funny!!!+
PA041 ERIC-S COTOTE 2 A corker!! 2M
PA042 ERIC-S COYOTE STRIKES BACK 1mg too! +
PA043 ERIC-S MORE AEROTOONS Very witty !!!+
PA044 ERIC-S SHUTTLECOCK plays with satalite.
PA045 ERIC-S STEALTHY II Mig-29 vs Stealthy !+
PA046 FRANKLYN THE FLY Day in the life of a fly! +
PA048 GYMNAST ANIM Gymnast swings on bars! +
PA053/4 LIGHT CYCLES (2) Tron animation+
PA055 LUXO TEENAGER A good lamp animation! +
PA056 MAGICIAN II Good RT animation+
PA057 MAGICIAN ANIMATION Good animation! +
PA058 MINER ANIM Miner loading coals!! +
PA059 MR POTATO HEAD Potato man in cabaret! +
PA060 NEWTONS CRADLE RT animation +
PA061 PHAROAH ANIMATION Mask animation! +
PA064 PROBE SEQUENCE Alien life probe? +
PA065/68 REAL 3D (4) Superb of the program+
PA069 REAL THINGS HORSES DEMO Demo anim! +
PA070 SHUTTLECOCK ANIM 2 shuttles+satellite+
PA071 THE BOINGS 2 Zebedee characters!!
PA072 THE JUGGLER A classic amiga demo!+
PA073 THE KNIGHT ANIM Knight exits a book!+
PA074 THE WALKER vs The Helicopter - Mega !+
PA075 THE WALKER vs A2000 A classic ! +
PA076 UGLY MUG ANIM Mug goes for a spin! +
PA077 UNICYCLE ANIM Super anim of unicycle & ca
PA079 MR POTATO HEAD 2 Another fab Chris Hill an
PA080 LEMMINGS ANIMATION Very funny indeed
PA082 TIN TOY ANIMATION Ray traced tin soldier! +
PA083 MORE CLASSY ANIMS The Bionic Bimbo !+
PA084 JAMES POND v LEMMINGS I like it !!!
PA085 JET ANIMATION Fractal Flight but better! +
PA086 FRACTAL ANIMATION full screen low flying an
PA087 TEA POT ANIMATION Very good RT anim
PA088/9 MR POTATO HEAD:The circus act!!! (2)
PA090 TOO MUCH 3D Ship flys out of monitor!! +
PA091/3 GAS TURBINE, STEAM & PETROL ENGINE
PA094 AMY JOGS,WALKS & SNEEZES by Eric Schw
PA095 HOW TO RUN INTO A WALL by Eric Schwartz
PA096 OH NO MORE CLASSY ANIMS The last chuck
PA097 A SMALL STATION AT KHERNE New 1mg ve
PA098 EASTER ISLAND ANIM A nice fractal animatio
PA099 ATF AGILITY new ES anim, very witty as usual
PA100 VTOL CONTEST Check out this new ES anim

AGATRON

AGA01 RED LOTUS Spinning down the road. Fantastic
AGA02 JET FIGHTER landing on a runway, basic anim
AGA03 STAR TREK - Shuttle fly past - Great ! 1m +
AGA04 KLINGON CRUISER Flying around your scree
AGA05 STAR TREK KLINGON fires torpedoes 1m +
AGA06 LOGO, plus a great star wars fly by animation.
AGA07 STAR WARS FIGHTER doing loops etc 1m +
AGA08 STAR WARS, a great ani mfrom the movie (CL
AGA09 STAR WARS - Fighter fly by, impressive 1m +
AGA10 STAR TREK - Enterprise in dry dock. Incredible
AGA11 TRON - Tank v Deactivator. Good vectors +
AGA12 TRON ANIMATION - Not one of the best +
AGA13 ROBO 1 A nice ray traced robot waving 1m +
AGA14 STAR TREK Workbee & Reliant. 3 shots +
AGA15 LOTUS CAR, Billiards, & Jet Fighter animations
AGA16 STAR TREK Various anims from the star trek ga
AGA17 STAR TREK TWOK animation Short but okay +
AGA18 STAR TREK - Enterprise fly by. Short anim +
AGA19 BOND ANIM - Copter plus a car, not too amazin
AGA20 Huey 2 A helicopter leaving a landing pad.+
AGA21 ENTERPRISE DOCKING WITH SPACE STATIO
AGA22 ENTERPRISE APPROCHING stunning anim !
AGA23 FLEET MANOEVRE Stunning animation! 1m +
AGA24 KULI PEN animation & Ping pong. Great! 1m +
AGA25 THE RUN , a suberb car chase 1mg +
AGA26 SHIP ROCKING at sea,/enterprise leaves dock
AGA27 BOOK OPENING Nice anim of a book opening
AGA28 SHUTTLE & ENTERPRISE Fab anim by Richte
AGA29 MILLENIUM FALCON The ship being chased
AGA30 HYPERSPACE animation & Landing animation
AGA31 PORSCHE anim rising out of table 1 mg. +
AGA32 SPACE - Space probe flying away 1m +
AGA33 PROBE Bird of prey animation & Klingonhit! 1m
AGA34 SPACE OFFICE Star trek anim, a little short +
AGA35 SPACE PROBE, great anim of probe zooming
AGA36 BIRD OF PREY, loop the loop animation 1m +
AGA37 TOBIAS GOES KNACKERS - Check this out !
AGA38 TOTALLY WICKED ! Shuttle & Enterprise (2 ME

POWERANIMS

PP001/2 ANTI LEMMINGS (2) This is Briliant! 2M
PP003 AT THE MOVIES Cute anim of Amy squirrel 1.5M
PP004/7 AUTOMATED LIGHT (4) Battlestar galactica! 3M
PP008/10 BUZZED (3) Great anim of wasp crashing! 2M
PP011/12 DATING GAME (2) Very witty!, Get it. 3.5M
PP013/15 DRAGONS LAIR 3mg animation + sound!!
PP016 GULF WAR Another ES production! Good 2M!
PP017 JUGGLER II Juggler meets Ms Juggler! Fab! 1.5M
PP018/20 LOST IN SPACE (3) From the TV series 2M
PP021/24 LANDING (4) Tobias Richter poweranim 4M
PP025/27 STATION AT KHARN (3) Incredible 2M demo
PP028/33 UPGRADE (6) Massive 5 mg animation!!
PP034/5 VAUX KILLERS (2) An old but good anim 2M!
PP036/7 WALKER DEMO (2) A 2mg version of a clas
PP038/9 WAVE SAILING (2) Nice anim of wave sailor 1.5
PP040/43 AT THE MOVIES II (4) Hilarious ! 1mg>3mg
PP044/45 AMY V WALKER II (2) Another witty ES demo
PP046 SWEET REVENGE Coyote vs Roadrunner ! 1.5mg
PP047 GOTTA GO Crazy dog walks his master? 1.5mg
PP048/9 A DAY AT THE BEACH Stunning ! 2 Mg
PP050 UNSPORTING Wicked aerotoon from Schwartz
PP051/2 CHARLY CAT Super Shwartzlike cartoon! 2mg
PP053/4 CHARLY CAT AT THE BEACH 2nd fab anim 2
PP055/6 APC MISSION Superb walker & tank battle 3mg
PP057/9 CHARLY CAT CATCHES A CANARY Fab! 3MG
PP060/3 CHARLY CAT MOUSTERMIND Great! 3.5MG
PP064 DUNCAN DUNG BEETLE Unusual 2mg animation

DEMOS

PD002 ALARM MEGADEMO Acid type video demo!+
PD005 AMOS 3D DEMO Shows some great effects!+
PD012 AURORA MEGADEMO Dramatic intro , etc!+
PD015 BRONX WHAT A RUSH Quite a nice demo!+
PD018 CHAOS ROCK Fab light show with fractals!+
PD23/25 ALCATRAZ MEGADEMO Huge, on 3 disks!+
PD033 DEVILS NO REALITY multipart demo !+
PD037/38 ERPLAND (2) Brill kalidescope patterns+
PD039 FILLET THE FISH Similar to puggs +
PD043 GOLDFIRE ULTIMATE FX Good megademo! +
PD048 KATHARSIS MEGA Polish Xcopy demo!+
PD064 NEWTEK DEMO 3 exellent demo!(2)+
PD066 PHENOMENA ECES light sourced vectors! +
PD068 PHENOMENA ENIGMA Absolutely brilliant! +
PD076 PLASMUTEX Good plasma & great music +
PD077 PMC ALPHA OMEGA Superb vector demo+
PD085 REBELS MEGADEMO II An old classic +
PD088 REBELS TRIPLE TROUBLE plasma effects! +
PD090/91 RED SECTOR MEGADEMO (2) good +
PD093 SCOOPEX CHROMIUM Superb demo.+
PD094 SCOOPEX MENTAL HANGOVER A classic+
PD097 SILENTS GLOBAL TRASH Incredible!!+
PD113 VANGELIS DEMO Fab music & color cycling!+
PD115 WARFALCONS PURPLE Oldie but goodie! +
PD116 WITH VECTORS TO HEAVEN Quite good demo
PD121 DIVINA TECHNO FRIGHT Unusual! +
PD124 ANDROMEDA DECAYING PARADISE Good! +
PD126 LEROY 1 Shining vector Substance & more!+

ORDERING MADE EASY

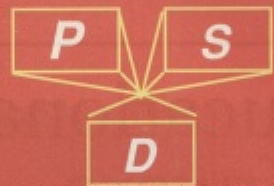
BY POST: send your Name, Address & Order details with a Cheque / PO / IMO to any of the companies listed
BY PHONE: Call us with your card number and details for a 1st class service. All major cards accepted
PD PRICES: 1 - 5 disks £2.00 per disk • 6 - 25 disks £1.25 per disk • 26 or more disk are still only 99p per disk !
POST & PACKING: UK - 50p • UK 'Recorded Delivery' £1.00 • Europe +25p per disk • Rest of World +50p per disk!
REMEMBER: FISH DISKS 1-740, Scope, T-Bag, Amos, Amicus, Snag ,Amigos & other popular libraries stocked too!

PROGRAMMERS REQUIRED!

Have you written a good game, utility, or educa
program? Why not send it in for evaluation? If its really
you could soon be earning some money! You can us
language you please burt remember it must be
material! Good luck with your programming!

ain Distributors

t the imitators !



MEMBERS OF THE PROFESSIONAL STANDARDS OF DISTRIBUTION

THE BEST SELECTION OF PD IN THE UK !

PD130/34 ALCATRAZ ODDESSY Awesome!! Ok on 500+!
PD135/6 CRIONICS HARDWIRED Very impressive demo!!!
PD139 TRACKERS POWER & AGONY Unusual vectors! +
PD140 CELSIUS 23 MORE VECTORS Hundreds ofVectors+
PD142 FINAL CONFESSION Music & Plasma effects!+
PD143 CAT Silents & Crionics demo for cat club +
PD145 NECRONOMIA Excellent demo, if bit freaky ! +
PD146 DOS Excellent vectors & music demo +
PD156/7 REAL EMPATHY Good Demo & Fab game inc. !
PD158 DIGITAL PUNISHER Very good BlitterZoom Fx
PD159 ANARCHY IN THE KITCHEN Some good FX Fab!+
PD160 ANDROMEDA POINT BLANK Crazy polygon effects
PD161 BRONX MEGADEMO II Several sections to this!
PD162 ALCHEMY MARCHWITH Very good new demo+
PD163 GUARDIAN DRAGON 2 NEW demo from Kefrens
PD164 DESIRE MENACE Good Psycho rave demo +
PD165 DARK DEMON Mega new demo .... get it+
PD166 PALACE LINUS Like the 7Up Ad on TV +
PD167 ANALOG FALLEN Excellent demo +
PD168 MELON DEZIGN 808 A classy new demo
PD169 BIG BANG Excellent spacey-type demo+
PD170 PIECE OF MIND Good 3D vector effects. +
PD171/2 SILENTS EXPOSE(2) Incredible Get it !+
PD173 EXIT MEGADEMO 3 Another very good demo
PD174 ANARCHY DEJA VU Some more superb effects!
PD175 REFLECT SOUND VISION Super effects & music!

MUSIC DISKS

PM001 100 GREATEST 64 TUNES 100 fab 64 tunes!+
PM004 ALCATRAZ 'THE POWER're-mix of song by Snap.+
PM005 ALCATRAZ MORE THAN MUSIC A superb disk!+
PM006 ALCATRAZ SOUNDS OF ENERGY 4 house tracks!+
PM007/8/9 AMAZING TUNES II (3)loads of great music!
PM010 AMEGA PARTY WINNERS Four WICKED songs+
PM012 AMIGADEUS CLASSICAL Eine Kleiner etc. +
PM013 ANARCHY CAPTURED IMAGINATION Nice music!+
PM016 BEATLES SONIX Nice music +
PM018 BEATMASTER I LOVE TECHNOLOGY Rave music+
PM019 BRUNO's MUSIC BOX II Superb jazz funk music +
PM020/21 BRUNOS MUSIC BOX III Jazzfunk. Get it ! +
PM022/23 CLASSICAL MUSIC Bach, Handel etc +
PM026 DEPECHE MODE MUSIC Soundtrackered tunes! +
PM027 D-MOB MUSIC 3 House music remix, good! +
PM030/34 DIGITAL CONCERTs 2-6 Excellent house/dance
PM035 DIGITAL DEBUSSY Great Rob Baxter conversions!+
PM036 DIGITAL DEBUSSY 2 More classic Debussy music!+
PM041 EQUAMANIA II Dance music track & equalisers!
PM047/8 GOLDFIRE CEREBRAL DELIGHTS (2) Nice !+
PM052 KEFRENS JUKEBOX Lovely music & juke box! +
PM053 LSD DONT PANIC Super quality music disk!
PM058 MAG FIELDS CHIP FESTIVAL Full of chip music!+
PM059 MANIACS OF NOISE This is brilliant!+
PM061 NEWTRONS MUSIC BOX Headbanger demo-good+
PM065 PHENOMENA MUSIC DREAMS 1 20 fab songs +
PM069 RAZOR FACE ANOTHER DAY very good !!!
PM070 RHAPSODY IN BLUE tracked by Rob Baxter! 1M
PM071/72 SILENTS BLUES HOUSE (2) Music & game+
PM073 SILENTS FULL POWER House it up music! +
PM074 SOUND OF SILENTS Jut get this its mega!
PM079 TECHNOTRONIX REMIX Good remixes etc!
PM082a/82b VIVALDI - FOUR SEASONS (2) V.Good !+
PM087/88 HIS MASTERS NOISE by Mahoney & Kaktus
PM090/91 MOZART HORN CONCERTOS 4 by H.Gammon+
PM092 PIANO TUNES Nine piano songs- good +
PM095 HARDCORE III Techno dance tracks!
PM096 STAIRWAY TO HEAVEN Rendition of the song+
PM100/103 MANIC RAVES II Fantastic rave stuff(4) !
PM104 500 THINGS COMEBACK 4 great rave type tracks+
PM105/6 KEFRENS MEGAMIX Fabulous dance music+
PM112 TECHOMANIA II 8 essential hardcore tunes+
PM113 PROTON GATES OF TIME 6 good pieces of music+
PM114 UPROAR SPLIT BEAVER MIX rave megamix +
PM115a/b CHROME Brilliant music disks !+
PM117 MUZAK OF THE WORLD original Amiga music! +
PM118 TSP RIPPED MUSIC 1 Some good tracks+
PM119 TSP RIPPED MUSIC 2 MOre of above+
PM120 IDEAL MODE AEROSOL EP Go raving mad +
PM121 NIGHTBREED MUSIC DEMO 8 Rave music demo +
PM122/4 PLAYSID 2 (3) You must get this !!!!! +
PM125 PLAYSID inc.RobHubbard, ManiacsOfNoise +
PM126/9 LSD MUSIC PACK (4)A Excellent music collection+
PM130/2 BACH BRANDENBURG CONCERTOS 1 to 6 +
PM133 DANCE TRANCE Rave tracks played amiga style.
PM134/5 SOUNDS OF SCIENCE (2) Absolutely Brilliant!+
PM137 KEFRENS MEGAMIX II Very good !! dance music +
PM138 EROTICA 6 Mega music ! inc crocketts theme ! +
PM139/40 SPRING MELODIES (2) 9 tracks fron anarchy
PM141 HARDLINE MUSIC 7 groovy synth-style tracks +
PM142 FRACTAL MUSIC Very well presented !! get it!
PM143 FALCONS MUSICBOX 2 Average music disk+
PM144 BOUNCER Remix of the song by Kicks like a mule!
PM145 PARADISE TECHNO POWER Great techno music !
PM146/7 ROLLING Good music on a false workbench!!! (2)
PM148/9 DRUMS & REVERB Exellent synth type music!! (2)
PM150 DESKTOP HARPSICHORD RECITAL Classics! +
PM151 INTENSE RAVE VISION A very good rave music !!
PM152 PARADISE: NO BRAIN NO PAIN Good for ravers!! +
PM153 BIZE: KILL DA BABE 6 tracks of rave music!! +
PM154 PULSE Yes, pulsating rave music again!! +
PM155 VINE G-RAVE 5 more good rave tracks!!! +
PM156 VIOLENCE PHONOBOMB Four good tracks +

SLIDESHOWS

PS002 ADVANCE HAM Really stunning !+
PS008 AIRCRAFT SLIDE Pics of fighter aircraft! +
PS009 ASTRONOMY SLIDE very impressive !+
PS013 BORN TO BE FREE wild animals +
PS014/15 BUTTERFLIES (2) High quality !+
PS016 C64 ART Lots of old C64 pictures!
PS019 COLOURCYCLES Neat fx ! +
PS024 DESERT ISLAND SLIDE Lots of nice pics! +
PS025/26 DIVINE VISIONS (2) Mythological+
PS030 FRAXION FUTURE VISION fantasy pics+
PS033 GERMAN RAY TRACE Superb See these !+
PS039 INVISIBLE WORLD yuch, bed bugs etc!+!
PS045 KELLY S/S Some quality HAM pictures. +
PS052 NAGEL PICTURES Hires drawings of girls, +
PS056 NEWTEK DYNAMIC HAM 640x512 4096 color pics+
PS057 NEXT PIXILIUM all done in Dpaint plus some music.

PS062 NW DYNAMIC HAM Nik Williams Superb quality. +
PS063 PENTAGON & DRIFTERS Hi-res B/W fantasy pics!+
PS064 PHOTMONTAGE I S/S on various subjects. +
PS065 PHOTOMONTAGE II Another great slide. +
PS067 RICK PARK'S ART Dpaint hires pics! +
PS069/70 SILENTS/CH 42 (2) This is superb!+
PS072 SUPER HAM CARS This is a must-Mega!+
PS086 SONIC 5 Superb D-HAM 4096 colour pics+
PS087 ALTERED DECEPTIONS Chris hills super work+
PS088 EVOLUTION SLIDE Excellent educational pics+
PS090 FRACTALGEN Incredible fractals etc +
PS091/2 FRACTAL MOUNTAINS Excellent stuff!+
PS093 VANISH 3D Awesome 3d ray traced +
PS094 INVISIBLE WORLD II Yuk Bedbugs And more !+
PS095 TOTAL CONCEPTS SLIDE Pics of forthcoming CLR+
PS099 ARTO IKOLA SLIDES digipics: Cats, ladies +
PS100 ACE & DR BLOOD Good Real 3D pictures! +
PS101 ANALOGUE SLIDE Ray traced space pics +
PS102 ACCESS DESIGN Ray traced space pics +
PS103 DYNAMIC HIRES 2, 4 fantastic quality pictures!+
PS104 VGA PICS Some exellent quality pictures here!+
PS105 SCAN PICS Exellent quality pictures!+

MUSIC UTILS

PT001 ALGORYTHMS Create weird midi tunes
PT002 ART OF MED Excellent !+
PT004 ASI AUDIO MAGIC 2 good compilation
PT005 CASIO CZ EDITOR 250 patches ! +
PT006 DELUXE MUSIC DATA Midi music
PT007 FUTURE COMPOSER Chip music program!
PT008 GAMES MUSIC CREATOR Music sequencer!
PT009 K1 IFF SAMPLES Fabulous samples +
PT010 JAMCRACKER Handles chip & Samples!
PT011 KAWAI K1 editor for patch changes!
PT012 KAWAI K4 editor as above!
PT013 MED 3.2 Excellent music seq. +
PT014 MED MUSIC DISK As it says !+
PT015 MIDI DISK Various midi stuff +
PT016 NOISETRACKER 4 channel sequencer
PT017 NOISETRACKER EXECUTABLE Create standalones!
PT018 PERFECTSOUND SAMPLER Nice sample editor
PT019 ROLAND D110 + S220 Converter program
PT020 ST-01 - ST-10 Samples--Ring for details
PT021 SOUNDTRACKER 2.6 Excellent, ok plus!+
PT022 SOUNDTRACKER COMPILATION Several versions!
PT024 ST-80 BEAST SAMPLES very nice +
PT025/6/7/8 ST-90-93 SAMPLES DISKS Studio quality+
PT029 YAMAHA DX7 VOICE FILER for DX7 synths!
PT030 YAMAHA DX7 VOICE SORTER for the above !
PT031/2/3 ST-87 - 89 3 disks full !+
PT034/5 ST-97 & 98 More samples !+
PT036 SAMPLE MAKER create synthetic samples
PT037 PROTRACKER 2.2 THE LATEST VERSION!!
PT038 YAMAHA DX100,TX81Z, DX27,DX11 & FB01 editors
PT039 SUPER SOUND 2 Add reverb & Fx to samples+
PT040 OCTAMED V1 8 channel MED sequencer!+
PT041 NOISEPLAYER 4.0 Multitasking module player+
PT042 START IFF SAMPLES Superb ! Get this disk!!!!
PT043/5 HOUSE SAMPLES 3 disks full of house samples!
PT046 ROLAND JD-800 Patchman patch editor! +

AMOS PD

APD036 AMOS UPATER Latest updater !!! v1.34 +
APD076 RAINBOW WARRIOR Paint your own copperlists
APD083 AMOS PAINT V3.7 Paint in 2-64 colours.+
APD085 REVERSI + SNAKES & LADDERS 2 games!
APD096 PAIR IT Match the cards to make a pair+
APD103/4 PICK UP A PUZZLE Solve jigsaw puzzles+
APD110 CROSSFIRE Nice game, for the kids !+
APD115 BALLOONACY Bomb the buildings !+
APD130 THE WOODEN BALL A shareware game 1mb
APD148 DEMOLITION MISSION bomber game.1mb
APD176 DATABASE MASTER V2.0 Good database+
APD180/1 DUNGEON DELVER maze game - Good!+
APD182/3 PIXIE KINGDOM exploration game!+
APD229 AMOS MULTIPAINT Amos paint program!+
APD231 AMOK trapped in a strange world 1mg+
APD237 SHAPES Excellent kids game !+
APD257 CASSETTE LABELLER + MIXED SOURCE+
APD271 WIZARDS DOMAIN graphical adventure+
APD284 AMOSAGRAM Nice anagram program.+
APD292 WAR OF THE FOUR graphic adventure game+
APD293 GRAND PRIX SIMULATON Very popular
APD314 BLACKJACK TRAINER blackjack game+!
APD318 BOING Get Herbert back home!+
APD325 HANGMAN V2 Hangman game with editor!
APD329 FRUIT MACHINE Good for the gamblers !+
APD333 AMERICAN FOOTBALL RADIO COACH!+
APD334 SNAKE IN THE GRASS Collect white mushrooms!+
APD340 KARATE WORM Very nice platform game!
APD343 SAVE THE TREES Stop the baddies!+
APD347 NOTEBOOK & SHOPPING LIST Easy to use !+
APD362 SQUAT'S REVENGE Operation wolf type game!+
APD363 FAMILY HISTORY DATABASE Latest version!
APD373 COMPILER 1.34 UPDATE Amos compiler !+

NEW NEW NEW NEW NEW NEW!!

CLASSIC CLIPART:

The clipart in this collection is very high quality, huge bitmaps, many greater than an Amiga hires screen, for use in Dpaint or DTP packages, each disk autoboots as a slideshow allowing you to view the entire bitmap by moving the mouse! (Prices per disk!)

ART01 WEDDINGS Superb wedding clipart, 2 disks!+(2)
ART02 HOUSES 2 disks, pictures of mansions etc!+(2)
ART03 RELIGIOUS 3 disks full of holy clipart!+(3)
ART04 WWI AIRCRAFT 1 disk of World war II planes!+
ART05 MEN 2 disks full of men at work!+(2)
ART06 WOMEN 2 disks full of women clips!+(2)
ART07 KIDS 2 disks containing kids clipart!+(2)
ART08 BUSINESS Disk full of office clipart!+
ART09 OFFICE Another office type disk!+
ART10 STUDENTS Lots of student type pics!+
ART11 SALETIME Many useful logos etc!+
ART12 XMAS 3 disks of Xmas related pics!+(3)
ART13 PUNCH 3 disks of cartoon pics! +(3)
ART14 ANIMALS Fantastic quality pictures!+
ART15 CATS Only 12 pics but super quality!+
ART16 SILHOUETTES 18 super silhouettes!+
ART17 SCHOOLS 2 disks of school pictures!+(2)
ART18 BABIES Clipart on a baby theme!+
ART19 SPORT 2 disks full of sport pictures!+(2)
ART20 OLYMPIC Another sport type disk!+
ART21 MEDICAL 2 disks full of medical clipart!+(2)
ART22 SEALIFE Pictures from the Ocean!+
ART23 DECORATIVE MONTHS Pic for every month!+
ART24 WACKY Funny comic type clipart!+
ART25 HOLIDAYS Holiday type pictures!+
ART26 BANNERS 2 disks full of banners!+(2)
ART27 ART NOUVEAU FLOWERS Floral art!+
ART28 BUTTERFLIES Nice pictures!+
ART29 FOOD 2 disks on a food/kitchen theme!+(2)
ART30 COLOURING BOOK Colour in Dpaint!+
ART31 BORDERS 2 disks, must load into DTP!+(2)
ART32 MAC CLIP 2 disks high quality macart!+(2)
ART33 HORNBACK Nice scenic clipart!+
ART34 TEDDY BEARS 2 disks of Teddy bears!+(2)
ART35 VANITY FARE 2 disks fashion clipart!+(2)
ART36 HALLOWEEN CLIPART Wierd clipart!+
ART37 SHOWTIME Dancing, singing etc!+
ART38 VEGGIES Vegetarian clipart!+
ART39 FLORAL 14 very detailed pictures!+
ART40 MYTHS Mythical images + zodiac!+
ART41 DOG WOODCUTS Super 300dpi pics!+
ART42 CAT WOODCUTS Great wildcat pics!+
ART43 AFRICAN WOODCUTS African animals!+
ART44 AMERICAN WOODCUTS More animals!+
ART45 ARTIC WOODCUTS Northern animals!+
ART46 FARM WOODCUTS Farm animals!+
ART47 MIXED ANIMAL WOODCUTS Nice pics!+
ART48 BIRDS WOODCUTS 18th century bird pics!+
ART49 MORE ANIMALS More superb pictures!+
ART50 ANIMAL LINEART Varied selection of pics!+
ART51 BOTANICAL ART Very detailed plant pics!+
ART52 FAMILY SCENES 2 disks of domestic life!+(2)
ART53 GOLF HUMOUR 2 amusing cartoon disks!+(2)
ART54 SPACE & TRANSPORT On a space theme!+
ART55 SOFTSCENE2 29 rural scenery pictures!+
ART56 SPORTS3 More pics on a sports theme!+
ART57 NAVY Lots of naval type pictures!+
ART58 TRAVEL 2 disks on a travel theme!+(2)
ART59 ALPHABET Borders & alphabet clips!+
ART60 ACCENTS & FLASHES Burst stars & more!+

NEW TITLES

PG197 ANDYS AMOS GAMES 6 good games on here!+
PG198 AIRPORT Now you control an airport! +
PG199 CASHFRUIT Nice fruit machine game! +
PG200 ALL ROUNDER CRICKET New cricket game!+
PG201 APPLE CATCHER Simple fruit collection!+
PG202/3 IRON CLADS Good strategic war game! (2)
PG204 THRALLBOUND Text adventure with graphics!+
PG205 SOCCER CARDS Football managing game!+
PG206 ASI 31 Arazmaz,Crazy pipe, revolution etc!+
PG207 ASI 32 Blob, Sector one & Firefighter! +
PG208 ASI 33 Hyperball & War! +
PG209 ASI 34 Trailblazer, Yelp, Qbic Rushour! +
PG210 ASI 35 Poing, Snakepit, Cybernetix etc!+
PG211 ASI 36 Mother lode, Wonderland, Kong etc!+
PG212 ASI 37 Klaktris, Ghostship, Paccer etc!+
PB029 ADRESS PRINT Label printing program! +
PB030 THE MONEY PROGRAM Home accounting! +
PU257/61 PAGESTREAM FONTS 2nd set of fonts!+
PU262 RICHARD SMEDLEY COMP II Mortgages etc!+
PU263 LYAPUNOV Fabulous & unusual fractals!!+
PU264/8 OUTLINE FONTS For Pro pagev3 ONLY!!+
PU269/0 CATALOG WORKSHOP Video + cassette utils!+
PA101 DOLPHIN DREAMS Great Dolphin anim! +
PA102 BATTLE OF BRITAIN Amusing short anim!+
PA103/4 KINGFISHER 2 Superb bird animations!(2) +
PD176 CHAMELEON DEMO Very nice vector demo!+
PD177/8 TRSI TIME ZONE New, some good effects!+
PM157/8 HEATBEAT UPDATE 9 great songs here!(2)+
PM159 DECIBEL OVERLOAD 5 different tunes!+
PM160 FUSION MATRIX 5 rave type tracks!+
PM161 CYBERNETIX 19 songs packed on 1 disk!+
PM162 MORE MED TUNES Fab tunes by Alex Starrex!+
PM163 OCTASTUFF Some good 8 track tunes! +
PM164 OCTAROCK 3D More 8 track & 3d graphics!+
PS106 BAHRAIN SLIDES Pics from the middle east!+
PS107 ALCATRAZ MUSEUM 18 super quality drawings!+
PS108 SANITY COMP WINNERS 10 Superb drawings!+

Pocket Power Only £2.99 each!

We have compiled a selection of the BEST PP titles !

POW001 FOOTBALL MANAGER Football sim.
POW002 MOUSETRAP Cutesey platform fun
POW003 QUANTOX+ Fair shootemup
POW004 BATTLEVALLY Strategy shootemup
POW005 JUMPJET+ Simple Flight Sim
POW006 SLAYER Good mindles blast
POW007 STEEL Explore&Blast. Good Gfx
POW008 ARGIPELIGOS Classic Puzzle game
POW009 BAD COMPANY Great spacebarrier Clone
POW010 EYE OF HORRIS Platform game
POW011 PROSPECTOR Tricky Maze game
POW012 STARBLAZE+ Star wars type game
POW013 STARGOOSE+ Excellent ShootEmUp
POW014 STAR RAY Defender clone - Get it !
POW015 CHICAGO 90 Isometric 3D car chase
POW016 DEMOLITION Average Breakout game
POW017 DOGS OF WAR+ IkariWarriors type - good!
POW018 HATE+ Isometric 3D ShootEmUp - Great!
POW019 BATTLESHIPS 1-2 Player Classic
POW020 MANHATTAN DEALERS+ Great BeatEmUp game

AND REMEMBER:

ASSASSINS 1-35 only 34.95 inc P&P! Hundreds of great games for all the family, a great xmas present, most work on A500+ & A600 machines! (Smaller packs on request!)

FUNPACK 1-30 only 29.95 inc P&P! A massive collection of games, all compatible with the A500+ & A600! Great fun! (Smaller packs on request!)

THE CENTRAL LICENSEWARE!

These programs are licenseware, remember that a proportion of the price of these disks goes directly to the author!

EDUCATION:

CLE01 TOTAL CONCEPTS DINOSAURS:A superb 2 disk set,discover the ancient world of the Dinosaurs!
2 disks .. 4.50. +

CLE02 TOTAL CONCEPTS GEOLOGY:Another quality program from Chris Hill,brush up for your Geology exams!!
2 disks 4.50. +

CLE03 TOTAL CONCEPTS SOLAR SYSTEM:This huge 3 disk set gives a guided tour of the Solar system!
3 disks. 4.99. +

CLE04 KIDDIES COLOURING PAD:Nice colouring pad for children, very easy to use, saves in IFF format
1 disk. 3.50. +

CLE05 A-CHORD: Learn to play the guitar quickly and easily hear the chords through the Amigas sound chip!
1 disk. 3.50. +

CLE06 TAMI:Make maths simple with this program!!
1 disk. 3.50. +

CLE07 TC FRESHWATER FISHING:An exellent guide to a very popular British pastime!!
2 disks. 4.50. +

CLE08 NIGHT SKY: Nice Astronomy program, view the sky from any position and time!+
1 disk 3.50. +

CLE09 WORDS & LADDERS Good educational game, find the word & climb the ladders, with speech!
1 disk 3.50! +

UTILITIES:

CLU01 VIDEO TITLER:Allows you to create scrolling video titles, works with or without a genlock!
1 disk. 3.50. +

CLU02 FISH INDEXER:Find obscure programs with the minimum of fuss with this database!
1 disk. 3.50. +

CLU03 TYPING TUTOR:A program for the budding secretary, for all ages!
1 disk. 3.50. +

CLU04 ALPHA GRAPH: Pie Bar & many other charts all easy with this superb program!
1 disk. 3.50. +

CLU06 SUPERSOUND V3: The best version of this amazing program, add reverb and many other super effects!
1 disk 3.50.+

CLU07 PHILO A card system database with up to 260 fields!
1 disk 3.50+

CLU08 WORD FINDER: A crossword & anagram solver, complete with dictionary!
2 disks 4.50+

CLU09 PLAY & RAVE: Music module linker, create your own rave tunes with soundtracker or Med mods!
2 disks 4.50+

GAMES:

CLG01 NORRIS: A medievil romp across many levels of gameplay! looks quite addictive!
1 disk. 3.50.

CLG02 DARK THINGS: Another scrolly run & jump type platform game,
1 disk. 3.50. +

CLG03 PHASE II: This is a sideways scrolling shoot em up game, quite good!
1 disk. 3.50. +

CLG04 X-SYSTEM: Multilevel shoot up, blast the end of level monsters on each level!
1 disk. 3.50.+

CLG05 TRUCKIN ON:Exellent truck driving simulation game, 2 disks and needs 2 drives!
2 disks. 4.50. +

CLG06 OBLITERATION:A Furious arcade action game, blast your way through the rocks! Get it (Not Dos 2)
1 disk. 3.50.

CLG08 DRAGON TILES:Exellent puzzle game, much better than the PD version!
1 disk. 3.50. +

CLG09 MOTOR DUAL:This is a 3d car racing game which is much improved over PD game! Link 2 computers too!
1 disk. 3.50. +

CLG10 FUTURE SHOCK:Guide ball through the maze
1 disk 3.50! +

CLG11 ALL GUNS BLAZING An overhead view car racing game, one or two players!
1 disk 3.50 +

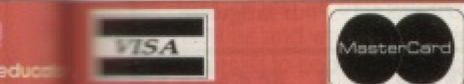
CLG12 BULLDOZER BOB This is a very nice sliding block puzzle game! +

CLG13 PARADOX This is another of those popular block puzzle games!!
1 disk 3.50+

CLG14 SONIC SMARTIEHEAD: Platform game for 8 year olds or over!
1 disk 3.50+

CLG15 SPLODGE THE REVENGE: Solve the puzzles' & collect the coins in this fun platform game!
1 disk 3.50+

LOOK OUT FOR MORE SUPER CLR TITLES!



owners please look for the '+' sign beside the
ing that the disk will run on your machine! Also do
Power animations if you only have 1 mg of memory!

NBS
AC01 1CHAIN LANE NEWPORT
ISLE OF WIGHT PO30 5QA
TEL: 0983 529 594
FAX:0983 821 599

VALLY PD
AC01 PO BOX 15, PETERLEE
CO. DURHAM SR8 1NZ
TEL:091 587 1195
FAX:091 587 1195

BLITTERCHIPS
AC01 CLIFFE HOUSE, PRIMROSE
STREET, KEIGHLEY, BD21 4NB.
TEL: 0535 667 469
FAX: 0535 667 469

Zappo Dataflyer Express Hard Drive



If your still struggling with hundreds of floppies, Tony Horgan looks at one of the ways to relieve your burden.

FLOPPY NIGHTMARES

If you use your A500 for anything other than games, you've probably had enough of AmigaDos and Workbench to last you a lifetime. Forget tennis elbow, what you've got to worry about is how to avoid disk-swapper's wrist. If all you've got is the single internal floppy drive, you're on course for Wind-up City Arizona, as the system constantly demands you insert this disk, that disk, this one again and so on ad infinitum.

Anyone into graphics, music or programming will no-doubt be familiar with the nightmare of shuffling through hundreds of disks, trying to decipher the scrawl on the labels, in an attempt to find that elusive file you created a couple of weeks ago. By the time you've found it (if you ever do), you've probably forgotten what you were going to do with it in the first place! One tactic is to get yourself an extra floppy drive or two, which would at least ease the disk-swapping, if not completely cure it, but you'd still have to root through that scale model of Manhattan that you call a disk library. The other option is to get a hard drive, and improve your machine's efficiency by a mile.

SPOILT FOR CHOICE

There are a number of hard drives around for the A500 and A500 Plus, all based, at least aesthetically, around Commodore's own A590 unit. Zappo's addition to the market comes with 40, 80 or 120Mb disk storage capacity, with either 2, 4, 6 or 8 Mbs of fast RAM, or just an unpopulated board for you to fill with RAM as and when you need to. If you take it upon yourself to populate the board yourself (add additional RAM), you'll find it takes standard fast RAM SIMMs (Single In-line Memory Modules), which can be accommodated in multiples of two, up to a maximum of 8Mbs.

Unlike most of its rivals, the Zappo drive doesn't go out of its way to blend in with the Amiga. Instead, it's housed in a plain steel beige box, featureless except for the ventilation slots and the power and activity LEDs. Not the most stylish unit, but certainly no eyesore, and if you should drop your monitor on top of it, you'll be glad it's got more than a flimsy piece of plastic between the internal workings and the outside world.

Although hard drives make life a lot easier, setting them up in the first place can often be a headache. Fortunately, the Zappo drive comes pre-formatted. All you need to do is plug it in, switch on, and it autoboots to Workbench all by itself; how pleasant. As usual, if there's an autobooting disk in the internal drive, the machine boots from that rather than the hard drive, so all your games should still work fine. If you have any problems with the extra memory causing games to crash, you can disable the RAM in the hard drive by holding down the left mouse button as you power-up.

If you want to be able to expand your system further, there's a SCSI through port, and provision for an external PSU, should your set-up get too power-hungry. Coming in at a penny under £300 for an unpopulated 40Mb drive, and £349 for the unpopulated 60Mb version, the Dataflyer is one of the better value hard drives around, and its performance can't be faulted.

DATAFLYER
...at a glance

- 40/60 meg external A500/A500 Plus hard drive
- Provision for up to 8 megs fast RAM (SIMMS)
- Sturdy metal casing
- IDE connection
- High speed data transfer

Address: Taurus Distribution, Unit 1 Ringway Industrial Estate, Lichfield, Staffs, WS13 7SF. Tel: 0543 414939.

TAURUS from £299

'an excellent choice for the power-user on a tight budget'

EASE OF USE	92%
VALUE FOR MONEY	80%
EFFECTIVENESS	85%
FLEXIBILITY	80%
INNOVATION	77%
OVERALL	**83%**

COMPUTAWORLD



LATEST AMIGA 600 PACK

Amiga 600 – The Wild, the Weird and the Wicked

- Amiga 600 Computer
- Deluxe Paint III *(Electronic Arts)*
- Grand Prix *(Microprose)*
- Putty *(System 3)*
- Pushover *(Ocean)*

£319.95

Please telephone for price. Includes free 12 month warranty. Free next day delivery

DESCRIPTION

The new super compact Amiga 600 featuring:

- Smart new compact design with built-in TV modulator
- 1Mb chip RAM memory expandable to 2Mb chip RAM with 601, total memory capacity 10Mb RAM
- Industry standard smart card interface PCMCIA interface for memory and peripheral upgrades
- Integrated industry standard IDE (AT) interface, with optional 2.5" 20Mb hard drive
- New Workbench 2 with Kickstart 2.05 ROM
- 12 months on-site warranty for total peace of mind

Amiga A600 **£279.00**

LATEST A600HD EPIC/LANGUAGE LAB

- Amiga 600 Computer with 20Mb Hard disk
- Trivial Pursuit – 3 language version *(Domark)*
- Epic *(Ocean)*
- Rome *(Millenium)*
- Myth *(System 3)*

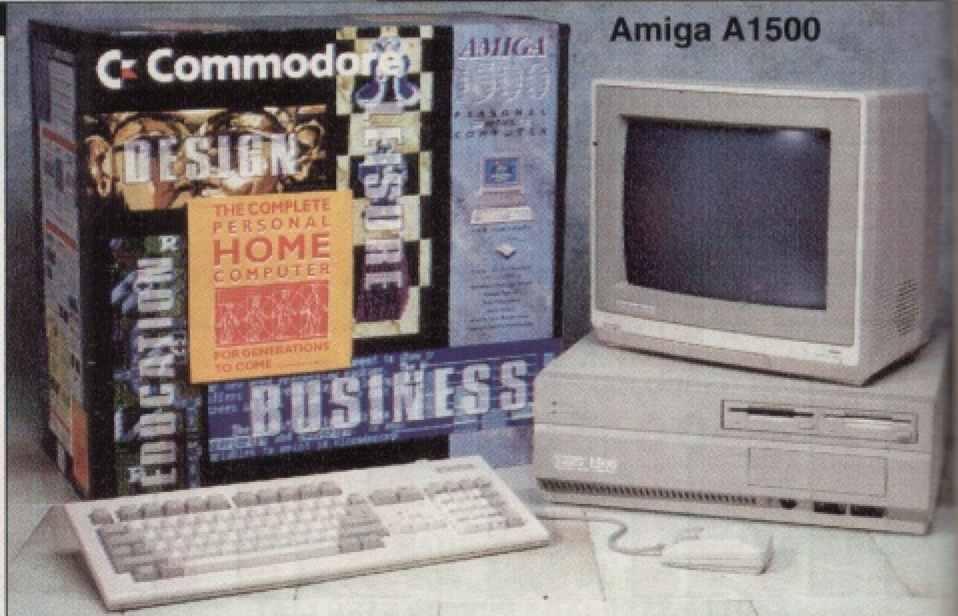
£459.95

Please telephone for price. Includes free 12 month warranty. Free next day delivery

DESCRIPTION

The Amiga A1500 Pack

The NEW Commodore Amiga 1500 Pack features a 7.14MHz 68000 processor with 1Mb RAM as standard (expandable to 41Mb via expansion cards). It includes two 880K 3.5" floppy disk drives and can support PC emulation by an XT/AT bridgeboard or ATonce Plus. The Amiga 1500 contains 3 co-processors (Denise, Agnus, Paula) to enhance sound, graphics and animation. It also includes 9 internal expansion slots. Interfaces include: Parallel - Centronics, Serial - RS232, Video - RGB Analogue, RGB Digital and mono Composite, Right and Left Audio, 2 x Mouse/Joystick controller ports and an external drive port. It also includes a multi-tasking WIMP operating system, a colour palette of 4096 colours, high quality stereo sound with 4 channels and 9 octaves and text to voice synthesis. This package does not include a hard drive and is available with or without a monitor.

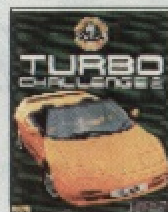


Amiga 1500 Starter Pack Monitor not included **£499.00**

Amiga 1500 As shown with 1084 Stereo Colour Monitor **£698.00**

THESE ARE ONLY A FEW PRODUCTS WE STOCK. CHECK OUR PRICES ON ALL AMIGA PRODUCTS BEFORE YOU BUY, WE WILL NOT BE BEATEN

FREE
TURBO CHALLENGE WITH PHILIPS MONITOR





DESCRIPTION

Philips 8833 MKII 14" Colour Monitor

- 0.42mm Dot Pitch
- Analogue and RGB Inputs
- Controls for: Volume, Brightness, Contrast, Green Switch, Horizontal Shift, On/Off
- FREE Amiga cable included

Philips Monitor Inc FREE next day delivery **£199.00**



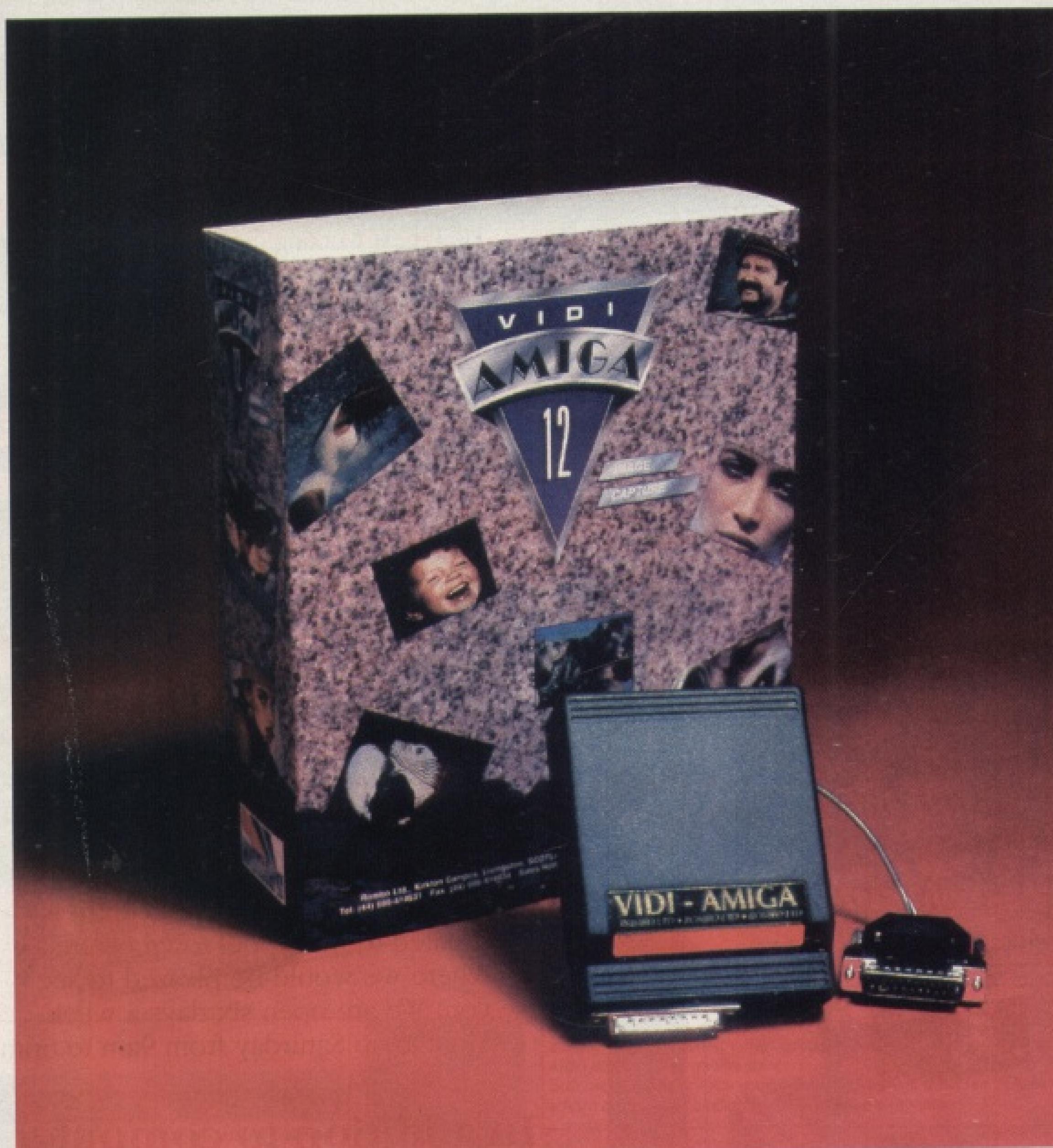
DESCRIPTION

Commodore 1084S 14" Stereo Colour Monitor

- 0.42mm Dot Pitch
- Analogue, RGB, Digital RGB & Composite Video Inputs
- Controls for: Centring, Height, Contrast, Brightness, Colour, Volume, On/Off
- Amiga Cables Supplied

Commodore Monitor Inc FREE next day delivery **£199.00**

SALES HOTLINE Telephone 0253 291919 (6 Lines



vidi 12

Rombo are about to release an exciting low-cost high-performance colour digitiser. Mat Broomfield gives it a test run.


The clarity and colour of this frog picture show Vidi 12's capabilities off to a tee.

DIGITAL ASSAULT

As one of the old troopers in the world of Amiga digitising, Rombo's Complete Colour Solution has been one of the most popular digitisers available, offering a combination of quality and affordability. Now they are set to make an assault on the digitiser market that may leave all other non-professional systems for dead, including their own!

What's so special about it? Well, three main things: its superlative image quality, its low price and its comprehensive image processing tools. But enough of the rhetoric, let's take a closer look and you can decide for yourself.

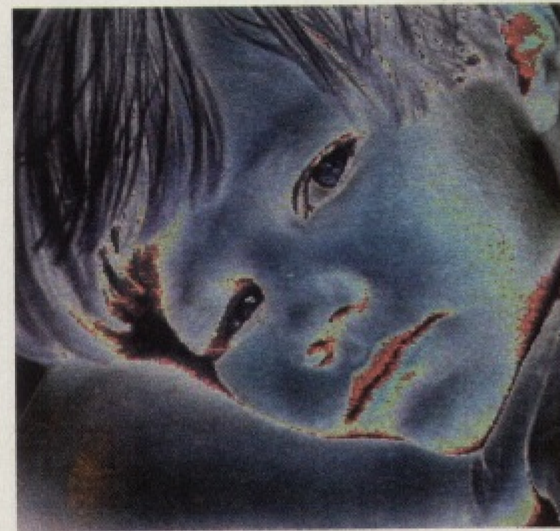
THE RIGHT CONNECTIONS

The Vidi 12 hardware is a small unit barely larger than a packet of cigarettes which plugs into the parallel port at the back of your Amiga, covering the serial port at the same time. Not to worry though; for £4.99, you can buy an extension lead enabling you to use the serial port as usual. Owners of either Rombo's digitiser or colour splitter will recognise the unit because they all have identical casings. At the back of the unit you'll find both composite video (phono-type) and S-VHS sockets. This means that you can connect Vidi 12 to virtually any modern video recorders or camcorders.

To the side of the unit there's a brightness adjuster, but this is deeply recessed as it's unlikely to be needed. The unit is factory preset, and unless you have unusual requirements it's simply a case of plug-in and go. Incidentally, the hardware draws its power from the Amiga's disk drive port, or from the through-port of an external disk drive. This means that if you own a second drive that doesn't have a through connector, it will need to be unplugged while you're digitising.

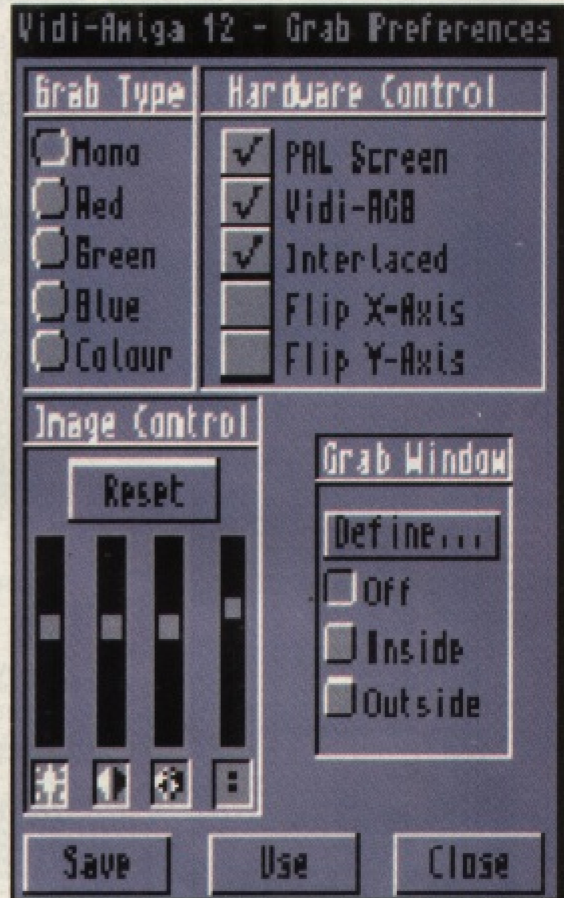
SOFT OPTIONS

Having dealt with the hardware, we come to the most interesting part – the software. As you would



Although the original picture is of excellent quality, it can be improved further with special effects. On HAM images, the psychedelic and negative effects are quite similar, but in lower colour resolutions psychedelic produces spectacular solarising effects. The quantised image looks much bolder than the original, and could be useful for printing purposes. The edge function provides a quick method of converting screens into outline images







With the Grab Preferences sections you can specify the screen format, and if you like, these preferences may be saved so that they become the new defaults.

expect, the software can be run from floppy disk or can be installed on a hard drive.

The software consists of five sections: Preferences, Grab Control, Editing, Carousel and File Management. Because Grab Control affects each of the other sections, we'll take a look at that first.



Vidi 12 has some excellent dither routines, but you'll need to choose a resolution appropriate to the image you're capturing. The fox is in low resolution, but uses a 64 colour palette, but for really fine detail, the Dune picture uses 64 colour interlace mode.

AN ORGY OF CHOICE

When you select Grab from the main screen, the display switches to reveal the Grabber Control Panel and view screen. Provided you're connected to an appropriate video source, the view screen will show you a grey scale representation of whatever is being transmitted by the video camera or player. Vidi 12 offers an impressive array of digitising options ranging from low resolution two colour images, to overscanned 256 colour and HAM-E pictures in high resolution. Before you digitise anything, you may select the required screen format and number of colours by clicking on the Mix button. This calls up a secondary requester which lets you independently set screen resolution and number of colours. It also lets you decide whether or not to use Error Diffusion, which is a form of dithering (stippling as Rombo calls it) that creates a greater number of apparent colours than the palette contains. This feature works exceptionally well, and although not required for HAM, HAM-E or 256 colour modes, it really adds to the quality of images digitised in 64 colours or less, and is especially effective in high resolution.

Having selected the screen resolution and number of colours, it's back to the Grabber Control Panel where you can further specify the way that a screen is to be captured. Like all digitisers, Vidi 12 actually captures a coloured image as three separate screens: red, green and blue. These screens are then combined internally to produce the full-coloured result. If you are capturing for colour separation work, you can grab each of these colours individually or, if you prefer, you can simply capture a grey scale image. Whatever you decide, you can manually adjust the overall brightness, contrast and saturation of the image using the sliders provided. These replace the dials that were so fiddley to adjust with the Complete Colour Solution. For most purposes, you shouldn't need to adjust the sliders at all, but if you decide that you prefer different settings, you can save your preferences so that they become the defaults.



Even with an ancient videocamera and poor lighting I was able to digitise this CD cover in a couple of seconds.



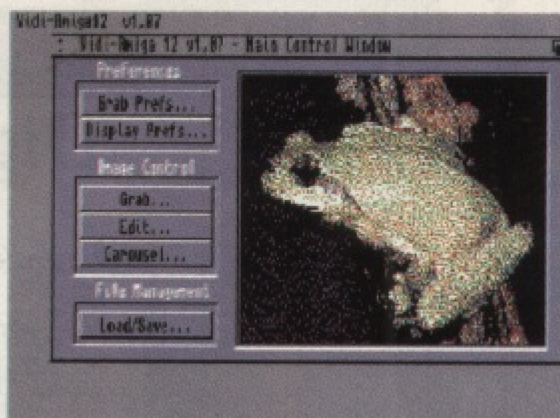


CAPTIVE IMAGES

All that remains is to specify the way that the image is to be digitised. The easiest method is Grab-Mix-View, which automatically captures all three colour components, mixes them, and displays the resulting screen in the format of your choice. Alternatively, you can select Single Grab and take over the mixing and display operations for yourself. The final option, Continuous Grab, allows you to record a sequence of frames (possibly for animation use). This feature is only really practical if you are capturing low resolution grey scale images, for these are the only images that the system can record with sufficient speed. Whilst Vidi 12 can capture a frame in 1/50th of a second, it takes a further 17/50ths to process it, giving a maximum capture rate of 2/5ths of a second, or



The carousel lets you view animations or select single screens. It's also useful for getting rid of any badly captured frames.



You can access the various sub-programs within Vidi 12 from the main window.

five frames every two seconds.

One point about which I felt slightly mislead is the package's claim to capture a full colour image in less than a second. To be absolutely fair, it really does perform at this speed, unfortunately it can take between 20 seconds and two minutes (depending on screen format) to mix the colour components together. Nevertheless, this means that if you have an impatient subject, or a dubious video player, the information is recorded almost before you can take your finger off the mouse button, then it's simply a matter of waiting while the program performs the necessary mixing calculations.

UNHAPPY? ME?

Now you may be getting the impression that I'm less than happy with Vidi 12, but that's not the case; far from it! I think that the system represents an exciting breakthrough in terms of price, image processing options and image quality. It digitises with an intelligence that I've never seen on the Amiga before, working overtime to squeeze every single drop of colour and clarity from your specified screen resolution and palette.

Once you've digitised an image or series of images it's time to return to the main menu, where the last frame to be captured will be displayed.

You can now use the Carousel to view either individual frames or animated sequences, which can be replayed either forwards or backwards. It also lets you select individual frames for further editing.

IMAGE PROCESSING

The Edit menu is a very interesting part of the program for it contains 11 image processing options that can be used to alter the current screen. The way that these options work depends primarily on the screen format of the captured image, although the subject matter itself can make a big difference. For example, the Edge Detect feature is used to convert a normal image into a line drawing. It seems to work by detecting colour boundaries, using those as the basis for its lines. Now obviously, if this is used on a cartoon image with nice clear areas of colour, with distinct borders, it can be very effective. However, try using it on a HAM image of a forest and you'd find that it's unable to accurately differentiate between the varying shades of green. This is not a shortfall in the program, it's simply an inevitable limitation of the process itself. Similarly, if you try to use smooth on a 16 colour high res screen, it's unlikely to yield impressive results due to the restricted palette. Perform the same operation on any HAM screen and the results can be dramatic.

Five of the image processing options are related to smoothing, diffusing and otherwise softening an image, but there are a number of other useful ones including negative, emboss, psychedelic, sharpen, threshold and quantise.

Most of the facilities seem to produce good results when used on HAM images and this comes as no great surprise as that's what the program was primarily designed for. The program also has an impressive Undo feature which will undo the last image processing operation. This is so intelligent that you can even leave the Image Processing section, save the screen, re-enter Image Processing and still be able to undo the last operation. Now that's what I call a good memory!

You can also load and process any standard IFF screens, not just those were digitised with the program.

When you're happy with your efforts, all that remains is to save them. Vidi 12 will automatically save them in whatever format they were originally captured or loaded. It can even store normal and HAM mode animations ready for editing in *D-Paint.*

CONCLUSION

Rombo sent me a number of images that they digitised with the system, and to be frank, they were stunningly good. Try as I might, I couldn't quite reproduce their quality, but I was easily able to record images that were as good as any I've ever created. I have a strong suspicion that my failures were due to inadequacies in my digitising set-up rather than Rombo's hardware.

Rombo take great pains to ensure that their hardware will work with just about every conceivable set-up, and although I experienced some problems when using an '030 accelerator and capturing in interlace, they are currently beavering away to fix the bug before the program is released.

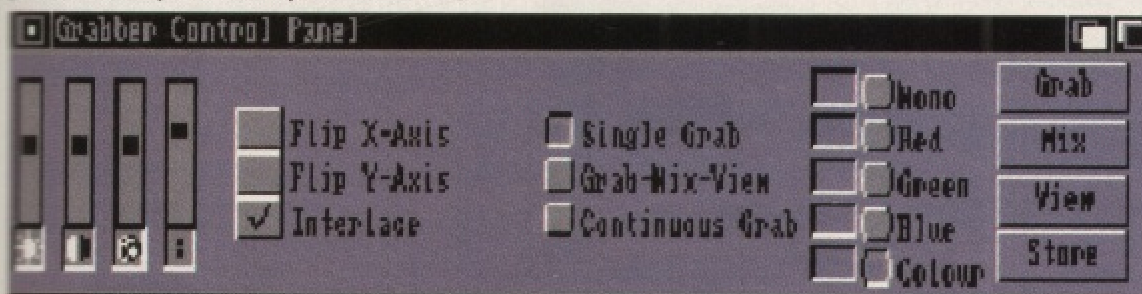
Vidi 12 is a very easy digitiser to use, and it gives unequalled results for anything within £200 of its price. There are many dedicated image processing packages that cost more, and its image processing features only add to its flexibility. This is a definite contender in this year's value for money hardware stakes. Forget the competition, if you can afford Vidi 12, buy it. If you can't afford it, borrow it from someone who can!





More specil effects, this time Sharpen has been used to increase image clarity, whilst Threshold has been used to 'vogueify' it.

The Grabber Control Panel is where you actually capture images. It is preset and you shouldn't need to make any alterations, but if you require different settings, you can alter the brightness, contrast, and colour saturation levels, and you can even change the picture's vertical position and flip across either axis.



VIDI 12

. . . at a glance

• Budget video digitiser • Supports all screen formats including HAM-E and 256 colour • Amazing quality images • Easy to use

Address: Rombo, Baird Road, Livingstone, Scotland, EH54 7AZ. Tel: 0506 414631.

ROMBO £99.95

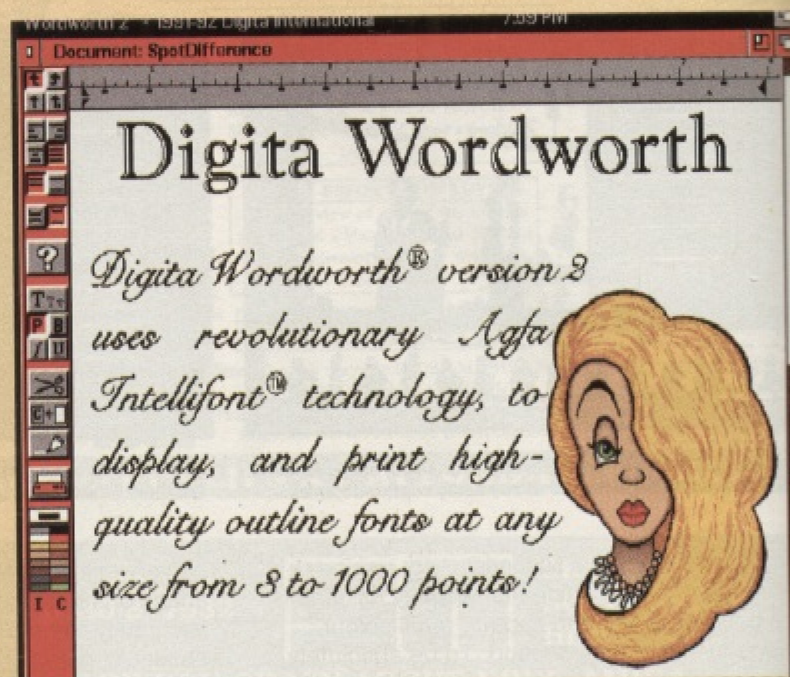
'User-friendly digitiser... gives great quality at an unbeard of price.'

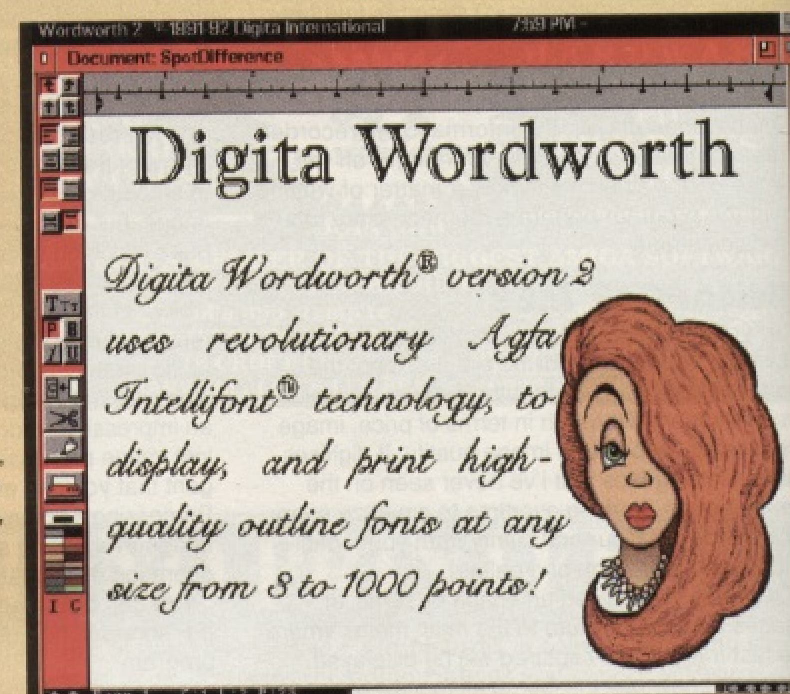
EASE OF USE	85%
VALUE FOR MONEY	95%
EFFECTIVENESS	90%
FLEXIBILITY	95%
INNOVATION	70%
OVERALL	**87%**

WHAT ARE WORDS WORTH?

Word up! The wily word processing wizards at Digita International have made their Wordworth system even better. CU has 10 copies and they're up for grabs in this incredible competition.

WIN A WORDPROCESSOR WORTH £130





Digita Wordworth 2, released earlier this month (priced £129.99), is a WP programme which includes a mighty array of impressive features:

- It produces on-screen letters with smooth outlines, ranging in size from 4 to 1,000 points.

- *Wordworth Version 2* contains 17 Agfa Compugraphic fonts, and can use Digita ColorFonts, Workbench 2 outline and bit-mapped fonts, ColorFonts, and PostScript fonts.

- Colour and mono clipart may be incorporated into *Wordworth*, and are available separately.

- Columns for text, indexing, end notes, better mailmerge and file support, bookmarks, and text sorting are just some of the 100 additions making *Wordworth 2* supersede its predecessor.

- Many of the new features of *Wordworth 2* result from the suggestions of more than two thousand users of the earlier Wordworth who completed questionnaires for Digita.

- The ease of use of the tool bar was improved following tests conducted in association with the University of Wales.

- Extras available for the package include two volumes of clipart, £9.99 for mono and £14.99 for colour, and a set of colorfonts (four fonts at three sizes), for £9.99.

Tempted? We thought so. 'How can we get our eager hands on them', you cry.

Here's how: just compare and contrast the two pictures pictured above, spot the four intentional differences between them, fill in the coupon provided (along with your name and address) and send it to us. The first 10 correct answers picked out of the hat (or box, or bag) grab the goodies. Easy, or what?

Well? What are you waiting for? Get your magnifying glasses out, you eagle-eyed word-smiths.

WHAT ARE WORDS WORTH?

NAME:..

ADDRESS:..

....

The four blindingly obvious differences between the two pictures are:

1:..........................

2:..........................

3:..........................

4:..........................

Cut out the completed form and post it to: What are Words Worth?, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

All entries must be received on or before Tuesday 5 January 1993. Only one entry per contestant is permitted, and the Editor's decision is final.

GREAT DEAL

For all you would-be *Wordworth 2* word processors who don't win a copy, or just can't wait, there's the opportunity to upgrade your existing WP packages. Registered *Wordworth* users may get *Version 2* for £49.99 (which includes £25-worth of *Wordworth* extras), whilst – for November only – possessors of any WP system may upgrade for £59.99 (contact Digita International regarding upgrades, not CU).

PACK ONE

HOME BUSINESS PACK
This NEW 7 disk pack contains: Text Engine v3.0 - word processor, B-Base II - database, Visicalc - spreadsheet, DTP program, 600 Business Letters, Business card maker, Banking Utils, Forms designer
A MUST FOR HOME BUSINESS

- £12.00 -

ASSASSINS GAMES DISKS

We now have the complete collection of Assassins games compilation disks. They are easy to use and very professionally presented. Each disk costs only £1.75

- PDG-109 ASI#1 TANX, ROLLERPEDE, AMIGOIDS, CAVERUNNER & AVATRIS
- PDG-110 ASI#2 GIRL ACTION, MISSILE COMMAND, INVADERS, BALLY II MAZE GAME & THINK AHEAD
- PDG-111 ASI#3 MEGA BALL & DRIP(P)
- PDG-112 ASI#4 JUMPER, GOMOKU, CRACKER, JUMPY, TURBO DUEL & KLONDYKE (P)
- PDG-113 ASI#5 GO LOOLY, RETALIATOR & RAID (P)
- PDG-114 ASI#6 DOWNHILL CHALLENGE, PACMAN 87, METAGALACTIC LLAMAS WELLTRIX
- PDG-115 ASI#7 DESTINATION MOONBASE, TRIX, NIGHTWORKS, CLAUDS RUNNER
- PDG-116 ASI#8 AIR ACE II, H-BALL, NUMBER FUMBLER & SNAKE PIT (P)
- PDG-117 ASI#9 BLIZZARD & BATTLE PONG
- PDG-118 ASI#10 PICKOUT, ESCAPE, SYS, PIPELINE (P)
- PDG-119 ASI#11 DAD, CONNEX, TOWERS OF HANOI, REVERSI, TRIPPIN (P)
- PDG-120 ASI#12 CAR, LLAMATRON, POWERPONG, XFI
- PDG-121 ASI#13 BALL, ASTEROIDS, TWINTRIS, BLOCKIT, SQUAMBLE, AMIGATRATION (P)
- PDG-122 ASI#14 CHINA CHELLENGE II, AMIGA COLUMNS (P)
- PDG-123 ASI#15 BATTLE CARS, MAMBA MOVE
- PDG-124 ASI#16 PACMAN, WASTELANDS, DILEMMA, MISSION X (P)
- PDG-125 ASI#17 JETMAN, DEFENDA, TOMCAT, BUGBUSTER
- PDG-126 ASI#18 OMEGA RACE, SKYFLYER, HENRY IN PANIC, MEGATRON
- PDG-127 ASI#19 GROWTH, BLOP BLOX, FLIGHT, BIPLANE DUEL, SLIDER FRANTIC FREDDY
- PDG-128 ASI#20 AMOS COIN DROP, MICROBES, HOLLYWOOD TRIVIA MATCH PATCH (P)
- PDG-129 ASI#21 ZEUS, DRAGON TILES, TETRIX, BATTLEMENTS
- PDG-130 ASI#22 LEMMINGOIDS, DUEL, MOUTHMAN, WIZZY'S QUEST (P)
- PDG-131 ASI#23 QUICK MONEY, BI-PLANE II, INTERFERON, ARCADIA (P)
- PDG-132 ASI#24 REVENGE OF THE MUTANT CAMELS, NEBULA, CROAK 3D MAZE, DUX (P)
- PDG-133 ASI#25 E-TYPE ASTEROIDS, HEMROIDS, COPPER, MR.WOBBLY, MR.BRICK (P)
- PDG-134 ASI#26 SUPER PACMAN, SMASH TV, ASMIDO, BALLY III, SYSTEM IV
- PDG-135 ASI#27 CARDS GAMES, VIDEO POKER, CARD SHARP, MONTANNA BLACKJACK-LAB (P)
- PDG-136 ASI#28 DOODY THE GAME, DR.MARIO, INVADER II, FLAG CATCHER (P) MAD BOMBER II (P)
- PDG-137 ASI#29 DOG, ROME, NOVA, BRIDGE BALL, ATTACKS, QUADRIX (P)
- PDG-138 ASI#30 CHROME, TANK-ATTACK, TOTAL FIRE, BOUNCE-N-BLAST (P)
- PDG-139 ASI#31 ISHID-O-MATIC, CRAZY PIPE, ARAZMAX, REVOLUTION (P)
- PDG-140 ASI#32 BLOB, FIRE-FIGHTER, SECTOR ONE (P)
- PDG-141 ASI#33 TOTAL WARE, HYPER-BALL (P)
- PDG-142 ASI#34 TRAIL BLAZER, YELP, Q-BIC, RUSH HOUR (P)
- PDG-143 ASI#35 POING, SNAKE PIT, JUMP-N-ROLL, CYBERNETIX (P)

UTILITIES

- PDU 16 AIR TUNNEL SIMULATION (P)
- PDU 32 FISH #144 ANALYTIC S/SHEET (P)
- PDU 43 FISH #203 ASSEMBLER & C (P)
- PDU 51 FISH #219 ASTROMONY PROGRAM
- PDU 99 HAM RADIO UTILITIES (5 Disks) (P)
- PDU 101 MENU MAKER
- PDU 102 LABEL DESIGNER (P)
- PDU 103 ICON MAKER (P)
- PDU 104 ICON MANIA (P)
- PDU 151 FIXDISK (P)
- PDU 164 GAMES MUSIC CREATOR
- PDU 186 FALCON BOOTH BLOCK CREATOR
- PDU 207 PERFECT SOUND V1.93 (P)
- PDU 262 MED MODULES (P)
- PDU 366 IBM EMULATOR (P)
- PDU 367 ATARI ST EMULATOR (English version)
- PDU 368 SPECTRUM EMULATOR V1.2
- PDU 369 FISH #379 C64 EMULATOR
- PDU 370 FLEXIBASE (Database) (P)
- PDU 371 NUKE V1.3B (Saddam killer) (P)
- PDU 377 M-CAD (Design program) (P)
- PDU 378 TRANSFORMER V3.3 (IBM EM)
- PDU 381 C-LIGHT (Ray Trace Utility) (P)
- PDU 380 TEXT PLUS v3.0en (Edit Crunched Files (P)
- PDU 375 MED v3.20 (With MIDI) (P)
- PDU 382 MESSYSID II (P)
- PDU 383 SPECTRAPAINT v3.2
- PDU 384 DISKMASTER v3.2
- PDU 385 ELECTROCAD v1.4 (P)
- PDU 386 AMIGAFOX v1.1 (English Version DTP) (P)
- PDU 387 WINDOWBENCH v1.0 (2 Disks)
- PDU 388 600 BUSINESS LETTERS (P)
- PDU 389 B-BASE II (Excellent, Fast Database)
- PDU 391 FORMS REALLY UNLIMITED (P)
- PDU 398 AMIBASE PROFESSIONAL II

Our latest update contains details of our 2500 disk collection. It also has some FREE games in it. This is one of the most professional disks you will see. Please send 3 First Class stamps to receive your copy. Alternatively, you can have one FREE with your first order.



✔ VIRUS FREE ✔ 48 HOURS DESPATCH ✔ FIRST CLASS DELIVERY

ASSASSINS PACK

ASSASSINS PACK
All 35 ASI games disks. Over 100 games .... Easy to use ....Ideal for Children .... The perfect gift
ALL 35 DISKS FOR

- £34.95 -

PACK FIVE

MUSIC MAKERS (P)
MED 3.20, Pro Tracker, Star Trekker v1.2, 3-Songs Disks 4-Instrument Disks
A MUST FOR HOME MUSICIANS

- £12.00 -

UTILITIES (cont)

- PDU 399 D-COPY (v2.0, v1.0 with Docs) (P)
- PDU 403 NORTH 'C (2 Disks) (P)
- PDU 404 HAMLAB v0.91 (IFF Convertor) (P)
- PDU 405 AMP1.2 (Amigaspell, X-spell, U-Edit, UES) (P)
- PDU 407 OPTI UTILITIES #1 (P)
- PDU 409 GELIGNITE FONTS (Professional Fonts) (P)
- PDU 410 SUPERSOUND II (P)
- PDU 411 IMPLODER v4.0 (P)
- PDU 412 HARD DRIVE UTILITIES (P)
- PDU 413 PROFESSIONAL D-COPY v3.0
- PDU 414 SID v2.00 (Brand New Version)
- PDU 415 BEATRIX POTTER CLIPART
- PDU 416 NIB COPIER v2.0 (Superb!)
- PDU 417 N-COMM v2.0 (Comms program)
- PDU 418 A-GENE v3.125 (Genealogy)
- PDU 419 SUPERKILLERS v2.3 (Incl. Boot-X 4.4)
- PDU 420 PRINTER DRIVER GENERATOR
- PDU 421 OCTAMED v1.00b - 8 Channel music editor taken from Fish 579 (P)
- PDU 423 BOOT INTRO CONSTRUCTION SET 0 Create custom boot loaders (P)
- PDU 425 AMOS UPDATE 1.34 (P)
- PDU 426 RADBENCH - Load workbench as a TSR
- PDU 427 PRINTER DRIVERS - Star LC10, HP Deskjet, Paintjet and others (P)
- PDU 429 KING JAMES BIBLE - Text and search program (4 Disks) (P)
- PDU 430 ASTRO 22 - Super astrology program (P)
- PDU 431 DPAINT FONTS - Loads of new fonts (2 Disks) (P)
- PDU 432 AMIGA PUNTER - Horse race predictor (P)
- PDU 433 PC-TASK - Great new IBM emulator (P)
- PDU 434 AUDIO ANIMATION STUDIO (P)
- PDU 435 TEXT ENGINE v3.4 - The very latest, Superb! (P)
- PDU 436 TYPING TUTOR - Plus other utils (P)
- PDU 437 WORKD POWER v1.3c - Spell checker (P)
- PDU 438 STAR 9 & 24 PIN PRINTER DRIVERS - Self installing, supplied direct from STAR (P)
- PDU 441 POWER PLAYER V2.7 - Plays all mod formats...even crunched (P)
- PDU 442 FREECOPY v1.8 - Latest version (P)
- PDU 443 DIRWORK v1.51 - Similar to SID, fully configurable (P)
- PDU 444 FREEPAINT - Good paint package with animation (P)

EDUCATIONAL

- PDE 1 LEARN & PLAY VOL #1 (Under 10's) (P)
- PDE 2 LEARN & PLAY VOL #2 (Under 10's) (P)
- PDE 3 STORYLAND 2 (Save toyland from the witch) (P)
- PDE 4 TOTAL CONCEPTS - Astronomy (Interactive Book!) (P)
- PDE 5 TOTAL CONCEPTS - Dinosaurs (Interactive Book! (P)
- PDE 6 KIDSPAINT (Very Good) (P)
- PDE 7 MR MEN STORIES (Excellent Teaching Aid)
- PDE 8 SIMON & SPACE MATHS (Talking Maths!) (P)
- PDE 9 HOORAY FOR HENRIETTA - Demo version (P)
- PD 10 SPELLBOUND - Demo version (P)
- PDE 11 HENRIETTA's BOOK OF SPELLS - Demo version (P)

PACK SEVEN

A 12 disk selection of the best Assassins game compilations - all are A500P/A600 compatible

- £15.00 -

PACK EIGHT

UTILITIES PACK
This NEW 5 disk pack contains:
MessySid II, D-copy v2, New Superkillers (virus killers)
Fixdisk, Text plus v3.0
THE ESSENTIAL COLLECTION

- £8.00 -

ANIMATIONS

- PDA 12 STAR TREK #2 (Agatron) (P)
- PDA 13 STAR TREK #17 (Agatron)
- PDA 14 PUGGS IN SPACE
- PDA 5 MOONWALKER
- PDA 18 MILLER LITE ADVERT (P)
- PDA 54 NASA GRAPHICS
- PDA 70 WALKER DEMO #2 (1 Meg) (P)
- PDA 80 WALKER DEMO #2 (Meg, 2 Disks) (P)
- PDA 82 ENTERPRISE LEAVING DOCK (Agatron) (P)
- PDA 81 RAY TRACE ART
- PDA 90 JET FIGHTER ANIMATION
- PDA 108 ADDAMS FAMILY
- PDA 110 BRUCE LEE "Enter the Dragon"
- PDA 111 BRUCE LEE SLIDESHOW #"
- PDA 123 STEALTHY MANOEUVRES (Eric Schwartz) (P)
- PDA 305 ANTI-LEMMIN' DEMO (Eric Schwartz) (2 Meg, 2 Disks)
- PDA 134 THE DATING GAME (Eric Schwartz) (3 Meg, 2 Disks)
- PDA 135 BUZZED (Eric Schwartz) (3 Meg, 3 Disks)
- PDA 136 AT THE MOVIES 2 (Eric Schwartz) (1 or 3 Meg, (4 Disks)
- PDA 137 WWF WRESTLEMANIA SLIDESHOW
- PDA 138 AT THE BEACH (Eric Schwartz) (3 Meg, 2 Disks)
- PDA 139 UNSPORTING - Latest Schwartz featuring A10 Tank buster (2 Meg) (P)
- PDA 142 GULF CONFLICT - Another ES blockbuster (2 Meg) (P)
- PDA 143 SWEET REVENGE - Wile. F. Cyote gets his own back! (P)
- PDA 144 HOW TO RUN/COYOTE 2 - Eric Schwartz 1Mb (P)
- PDA 145 AMY WALKS/AMY JOGS/THE BIG SNEEZE - Eric Schwartz 1Mb (P)
- PDA 146 ELDERADO SLIDESHOW - Featuring The Plank, erv funny! (P)

MUSIC

- PDM 006 WINKERS SONG (2 Disks) (P)
- PDM 009 RIDE ON TIME & BATDANCE (P)
- PDM 012 BAD - MICHAEL JACKSON (P)
- PDM 020 BAT DANCE (P)
- PDM 027 D-MOB MEGAMUSIC III (P)
- PDM 030 DIGITAL CONCERT II
- PDM 031 DIGITAL CONCERT III
- PDM 035 "I THINK WE'RE ALONE NOW" Tiffany (P)
- PDM 036 "LAND OF CONFUSION" Genesis (P)
- PDM 038 MIAMI VICE THEME (4 Disks)
- PDM 040 MFI VANGELIS DEMO (P)
- PDM 065 DIGITAL CONCERT IV
- PDM 072 POPEYE MEETS THE BEACH BOYS (P)
- PDM 080 DIGITAL CONCERT VI
- PDM 082 FREDDY KRUGER
- PDM 083 KEFRENS JUKEBOX
- PDM 085 MIAMI VICE "Crockets Theme" (P)
- PDM 088 SLAB MUSIC (P)
- PDM 091 100 MOST REMEMBERED C64 TUNES (P)
- PDM 095 HI-FI DEMO (P)
- PDM 104 BASSX #5 Power Remix
- PDM 105 BASSX #6 Sid Youngblood (P)
- PDM 106 BETTY BOO (P)
- PDM 109 DEPECHE MODE
- PDM 117 FLASH GORDON (2 Disks) (P)
- PDM 118 HATRICK "LOADSAMONEY" (P)
- PDM 120 LAUREL & HARDY (2 Disks) (P)
- PDM 128 NASP V2.0
- PDM 131 PET SHOP BOYS REMIX #1 (P)
- PDM 132 PET SHOP BOYS REMIX #2 (P)

CLIP ART PACK

This is a NEW collection of 13 discs. All are in IFF format and are now menu-driven. There are hundreds of high quality images both scanned and drawn on a multitude of subjects. EXCELLENT FOR DTP. ALL 13 DISKS for

- £15.00 -

GAMES

- PD 1 STAR TREK - The Final Frontier (2 Disks) (P)
- PDG 2 STAR TREK (3 Disks - Reg 2 Drives) (P)
- PDG 21 BOING - The Game '2 Disks) (P)
- PDG 32 LEGEND OF FARGHAIL
- PDG 35 PAIR IT (Educational) (P)
- PDG 46 FRUIT MACHINE, POOL & others
- PDG 50 SEA LANCE (Submarine simulation) (P)
- PDG 60 AIR ACE II (P)
- PDG 61 ELECTRIC TRAIN SET (P)
- PDG 62 SPECTRUM GAMES VOL 1 (P)
- PDG 63 SPECTRUM GAMES VOL 2 (P)
- PDG 66 PUZZLE SOLVE
- PDG 70 DRIP! (P)
- PDG 71 LLAMATRON (By Jeff Minter)
- PDG 73 TWINTRIS
- PDG 75 TANX THE GAME (P)
- PDG 77 STAR TREK - The Next Generation (P)
- PDG 79 CARD SHARP (P)
- PDG 80 CHINA CHALLENGE II
- PDG 83 JEOPARDY (Risk) (P)
- PDG 85 HOLLYWOOD TRIVIA (P)
- PDG 86 CRAZY SUE
- PDG 87 AMIGA COLLUMNS (P)
- PDG 88 REVENGE OF THE MUTANT CAMELS - by Jeff Minter
- PDG 89 THE ALL NEW STAR TREK - Jim Barbers version (2 Disks)
- PDG 91 LEGEND OF LOTHIAN - Great new Ultima type adventure (P)
- PDG 92 ASHIDO - Super puzzle game, very addictive (P)
- PDG 93 GOLDEN OLDIES - A handful of classic shoot-em-ups (P)
- PDG 94 LEMMINGOIDS - Asteroids with a difference
- PDG 95 INTERNATIONAL CRICKET - Brilliant, very playable (P)
- PDG 96 BARON BALDRIC - Good platform game demo (P)
- PDG 97 DIAMOND THIEF - Addictive! (P)
- PDG 98 MENTAL IMAGE GAMES #1 - Gridrunner, Invaders, Rebound (P)
- PDG 99 MENTAL IMAGE GAMES #2 - Invaders II, Willy, Satu (P)
- PDG 100 PUGGLES (P)
- PDG 101 GX 200 - Brilliant game (P)
- PDG 102 TOTAL WAR - Very good strategy game (P)
- PDG 103 BALL LIGHTNING - Like Wizball, good! (P)
- PDG 104 E-TYPE - The finest Asteroids game (P)
- PDG 105 MANIA - Iraqi war shoot em up...very good! (P)
- PDG 106 AIRPORT - Very playable ATC simularor (P)
- PDG 107 QUADRIX - Excellent puzzle game (P)
- PDG 108 CATACOMB ADVENTURE (P)

DEMOS

- PDD 001 ANARCHY DEMO
- PDD 004 DEATHSTAR MEGADEMO (2 Disks)
- PDD 007 ELVIRA DEMO
- PDD 016 ROBOCOP DEMO (P)
- PDD 031 ANARCHY "Ooh it's obscene 3"
- PDD 051 HATRICK #1 "Arsewipe"
- PDD 052 HATRICK #2 "Smashing day out" (P)
- PDD 055 KEFRENS MEGADEMO #8 (2 Disks)
- PDD 062 NORTHSTAR MEGADEMO #2
- PDD 070 REBELS MEGADEMO
- PDD 072 RED SECTOR DEMO #4
- PDD 075 SCOOPEX DEMO
- PDD 076 SCOOPEX MEGADEMO (P)
- PDD 096 MAGNETIC FIELDS DEMO #36
- PDD 097 PREDATORS MEGADEMO (2 Disks)
- PDD 098 SAFE SEX DEMO (P)
- PDD 107 BUDBRAIN #1 (2 Disks) (P)
- PDD 115 MAGNETIC FIELDS DEMO 3 40
- PDD 130 CHUBBY BROWN DEMO (P)
- PDD 131 CRIONICS DEMO
- PDD 134 MAGNETIC FIELDS DEMO #@E
- PDD 152 FLASH "NO BRAIN NO PAIN" (2 Disks) (P)
- PDD 153 BILLY CONNOLLY DEMO (2 Disks) (P)
- PDD 160 HATRICK "Rave On"
- PDD 177 BUDBRAIN II
- PDD 179 CRIONICS "Total Destruction"
- PDD 238 IRAQ VS KUWAIT DEMO
- PDD 287 PHENOMENA ENIGMA (P)
- PDD 288 PHENOMENA TERMINATOR
- PDD 292 BATMAN DEMO (P)
- PDD 306 DIGITAL INNOVATION By Anarchy
- PDD 307 VIRTUAL WORLDS
- PDD 308 UNIVERSAL INTENSITY
- PDD 309 ALPHA OMEGA (P)
- PDD 310 DECAYING, PARADISE By Andromeda (P)
- PDD 311 ODDESSY By Alcatraz (5 Disks - Superb!)
- PDD 312 HARDWIRED - By Crionics and Silents (2 Disks)
- PDD 313 VOYAGE - Razor 1911 (P)
- PDD 314 GLOBAL EFFECT

RED SECTOR INC

- PDU 401 RSI DEMO MAKER
- PDU 364 RSI UTILITIES DISK #1
- PDU 392 RSI UTILITIES DISK #2
- PDU 393 RSI VECTOR OBJECT EDITOR
- PDU 372 RSI VECTORBALLS EDITOR
- PDU 394 RSI FONT EDITOR
- PDU 365 TSB VECTOR DESIGNER
- PDU 395/6/7 RSI MODULES #1,2 & 3

FISH COLLECTION
We now stock disks No. 1-750

T-BAG COLLECTION
Disks 1-63 now available

HOW TO ORDER

DISK PRICES

1-9	£1.75 each
10-19	£1.50 each
20+	£1.25 each

DEJA VU-£3.99 EACH **(P)=Compatible with A500 PLUS**
Postage and Packing FREE, on all orders of 3 disks or more. Less than 3 disks P&P £1.00. Europe add 25p per disk.. Rest of World add 50p per disk.

We accept all major Credit Cards.
Please make cheques & P.O.s payable to:
P.D. DIRECT
and send to

DEPT. CUA
86 GEORGE STREET,
NEWCASTLE, STAFFS ST5 1DN

PHONE or FAX
0782 715255

ST ALBANS OPEN SUNDAYS
10.00AM - 4.30PM
LATE NIGHT OPENING FROM MID NOVEMBER - PHONE!

Hobbyte

COMPUTING
ESTABLISHED 8 YEARS

10 MARKET PLACE ST ALBANS
HERTS AL3 5DG TEL: (0727) 56005/41396
THE GALLERY ARNDALE CENTRE LUTON
BEDS LU1 2PG TEL: (0582) 457195/411281

HOW TO USE THIS AD

For the first time ever, you can choose your own Amiga and software combination, and still benefit from the huge savings only available from package deals. Want an A500 with 1500 software? No problem! Like an A1500 without games? It's up to you! All we ask is that you choose at least 1 software pack when you order your hardware (optional on CDTV, A1200, A3000 or A4000)

WE WANT TO BEAT ALL PRICES!

CALL US!!

OLD AMIGA TRADE-IN

The best trade-in allowance, extra for peripherals and accessories. Trade in your old machine for a brand new A600/ A1500/1200/3000/4000/CDTV or even PC

AMIGAS FROM £195

A limited number of refurbished A500/1500/3000s are available, complete with 3 months warranty. Also, ask about refurbished printers, 590 and other hard drives, monitors and peripherals.

AMIGA 500+ £254.95

A500+ with A570CD + PDCD £519.99

LIMITED NUMBER AVAILABLE - PHONE!

AMIGA 3000

TRADE IN AVAILABLE

12 MONTH ON-SITE MAINTENANCE

Latest version, 68030 25MHz, 3.5" 880K FD + spare drive bay (or 4 spare bays on Tower),512K 32 bit ROM, 4 Zorro III, slots with 2PC AT slots (or 1 CPU, 7 Zorro III, 2 PC AT on Tower), hard drive and memory as below:

DESKTOP	52MB	120MB	210MB	425MB
1MB video + 1MB Fast Ram	1289	1469	1729	2249
2MB video + 1MB Fast Ram	1437	1679	1959	2359
2MB video + 4MB Fast Ram	1599	1729	2029	2429
2MB video + 8MB Fast Ram	1729	1859	2149	2559
TOWER				
1MB video + 4MB Fast Ram	-	2299	2549	2949
2MB video + 8MB Fast Ram	-	2449	2699	3199

With Multimedia Pack: AmigaVision, Deluxe Paint 4.1 and Scala ADD £195.99
With extra 4MB Fast RAM (fitted if required)ADD £169.99
With Philips SVGA 28dpi inc. tilt & swivelADD £259.00

AMIGA 4000

MULTIMEDIA AMIGA

New AGA Chip Set + blistering 68040 processor, 256,000 colours from 16.6 million, scan doubling for flicker free display, 25 MHz, Mouse, Amiga 3.5"/1.76 MB 3.5" drive Plus Cross DOS for transfer of files between Amiga DOS +MS DOS, 2 rear + 2 front 3.5" bays, 1x 5.25" bay, Hard Drive as below, Amiga DOA 3.0 system and utilities, Gold Service Warranty

		ALONE
120MB HD	2 + 4MB	£2089 inc. VAT
120MB HD	2 + 8MB	£2239 inc. VAT
240MB HD	2 + 8MB	£2399 inc. VAT

TRADE IN AVAILABLE

With SVGA low radiation high-res 28 dot pitch col. monitor inc tilt and swivel ADD £259

NO OTHER DEALER CAN BEAT OUR CREDENTIALS

- 8+ years experience in Commodore product and here to stay
- Commodore trained staff are friendly and helpful and are parents, multimedia, educational, games, programming or technical specialists (usually more than one!)
- Open 9-6 pm Monday to Saturday and 10.00 am to 4.30 pm Sundays for convenient shopping.
- Callers welcome for advice and demonstration at our 1600+ sq ft High St, Town Centre branches
- Next day delivery for most orders received by 5.30 pm; express am and Saturday services available
- Hardware carefully handled and delivered safely and reliably by caged, insured, top name courier service
- Pre-despatch testing on Amiga systems
- Free 30 day, next day courier collection and delivery of NEW replacement.(except product with on-site maintenance)
- Hotline support and in-house engineers
- Upgrade and trade in offers to keep you up to date
- Exceptional after sales service
- BFPO and Export welcome

NOT JUST ANOTHER MAIL ORDER COMPANY

For years a major player in Amiga Mail Order, Hobbyte also boast extensive expertise and experience in specification and support of multi-machine and specialist systems. Hobbyte have been recommended and trained by Commodore and successfully won major orders and support contracts from London Boroughs, MOD, educational establishments etc. We are pleased to be placed on tender lists.
This expertise is available to all our customers.

AMIGA 600

TRADE IN AVAILABLE

A600 with 12 month on-site warranty, 1MB, WB 2.05, 3.5" FD + Smart Card Interface, Mouse and Manuals

	ALONE	WITH 8833/CBM 1084 + ON-SITE
A600	259.00	439.00
A600 20MB HD	419.00	599.00
A600 40MB*	469.00	649.00
A600 80MB*	494.00	674.00
A600 120MB*	594.00	774.00

2MB VERSION ADD £39.95

See below/across for alternative software packs
* Top quality 3rd party drives, covered by full 12 month return-to-base warranty

AMIGA 1200

GET IT FIRST FROM HOBBYTE

1200 SD	359.00
1200 40MB	559.00
1200 80MB	629.00

2 MB, 68020 with new AGA chip set, 256,000 colours from 16 million colours plus on-site.
First supplies now arrived - Very limited

TRADE IN AVAILABLE

THE HOT LIST

CURRENT TITLES VARY - INCLUDES:

Paperboy II	Hunt for Red October
Colossus Chess	Blinky's Scary School (under 12)
Challenge Golf	Battleships
Ancient Games - 5 events	Licence to Kill- Bond Game
Cisco Heat - Police car race	Silkworm Helicopter jeep mission 93% CU
Edd the Duck (under12)	Continental Circus - 8 Int race circuits 92% AA
Master Blazer - 3D sports	Zarathrusta - Thrust clone 94% Zzap
Onslaught - Format G 90%	Thunderstrike - Fighter Flight Sim

+ LOTS MORE - AT LEAST 25 TITLES TO CHOOSE FROM!

1500 PACK EXTRA (ALSO FOR A500,A500+, A600 CDTV, 3000)

	VALUE/RRP
• The Works Platinum, word processor, spreadsheet, database	169.95
• Deluxe Paint III with animation	79.99
• Get the most out of your Amiga book	9.95
• 80 Prog. Hobbyte PD Greats Pack - see 'Hottest Lot Pack'	39.99
• 4 disc 700 Clip Art pics/graphics for DPaint III	9.99
• Puzznic OR Lemmings	24.99
• Toki / Captain Planet	24.99
• Elf / The Simpsons	29.99
• Digita Home Accounts	29.99
TOTAL VALUE	429.82
WITH AMIGA/CDTV	49.99
SEPARATELY	69.99
PLUS Starter Pack	67.99

ALSO WITH STARTER PACK £18.99 EXTRA

STARTER PACK

	MAX VALUE/RRP
• Microswitched Joystick	9.99
• 80 cap. lockable disc box PLUS 10 blank discs	16.98
• 4 great boxed games - See HOT LIST Phone for current choice OR Home Accounts OR DPaint III +700 Clip Art Pics/graphics	159.96
• Mouse Mat and Dust Cover	9.98
• CDTV T Shirt	6.99
TOTAL VALUE	203.90
WITH AMIGA/CDTV	19.99
SEPARATELY	29.99

WITH ANY OTHER PACK ONLY £18.99

AMIGA 1500 inc. on-site

Full UK spec. with 1MB RAM, mouse, expansion as 2000, leads, manuals. New including Kickstart & Workbench 2.05. Hard disc configuration inc. the high performance GVP II controller card, EXPANDABLE TO 8MB.

Dual Drive	469.00
DD+GVP+52MB HD	732.00
DD+GVP+80MB HD	799.00
DD+GVP+120MB HD	872.00
DD+GVP+120MB HD	1049.00
With 8833/1084S	ADD 179.99
With 7CM + M/W FF	ADD 379.99

1500 SPECIALS

1/2 PRICE 1500 S/W PACK EXTRA Th... only with 1500, 1500 Pack Extra at only ...£...
1500 HD + ON-SITE, 8833/1084S, CIT... 200 24 pin col printer, 1500 Extra software pa... Starter Pack + AmigaVision
52MB ....£1149.00 120MB ....£13...

Per extra 2MB fitted to GVP	ADD £60.00
Also with Kickstart 1.3 + ROM Sharer	ADD £39.90
Also with Citizen 200 24 pin Col Printer + Starter Pack	ADD £199.00

ALSO WITH STARTER PACK £18... EXTRA

CDTV

1MB, with Disc Caddy, Welcome CD + tutorial + remote control unit.

	AS ABOVE	WITH MATCHING DRIVE KEYBOARD, MOUSE + WB 1.3
As above	£369*	£459
With Goldstar Black TV monitor + remote control	£549*	£639
Extra RAM	£POA	

* Plus Hutchinsons Encyclopaedia + Lemmings
See below/across for software packs

NEW PRICES!

THE HOTTEST LOT PACK

	VALUE/RRP
• All as Starter Pack	203.90
PLUS:	
• Another 10 GREAT individually packaged games, BETTER THAN THE REST previous RRPs up to 39.99 each, phone to choose from HOT LIST, or leave it to us! Children's games available.	269.82
• 80 Prog. Hobbyte PD Greats Pack II - Includes top games like Battlecars, Star Trek, Computer Conflict, Megaball, dozens of arcade classics, board classics and 'shoot-em-ups', DPaint clip art, Utilities, Word Processor, Spreadsheet, Database + Desktop Publisher and the ultimate virus killers - a must for every new Amiga owner!	39.99
TOTAL VALUE	513.71
WITH AMIGA	49.99
SEPARATELY	69.99
SPECIAL: ALSO 10 extra 'Hot List' games	ADD 25.00

WWW EXTRA - OR 'ANYTHING YOU CAN DO' PACK

CAN YOU DO A BETTER PACK?
Then do! Choose any s/w you like up to £60 RRP (or more, but you'll have to pay the extra) instead of 3 main games. If we think your pack is a winner, we will refund price paid and advertise it with YOUR NAME eg: 'Edward Bradshaws Pack'

	VALUE/RRP
• DPaint III with animation	79.99
• 700 clip art pics/graphics for DPaint III	9.99
• 3 disc Home Pack incl. W Processor, Dbase, Spreadsheet	9.99
• Virus Killer	4.99
TOTAL VALUE	182.93
WITH AMIGA/CDTV	49.99
SEPARATELY	59.99

ALSO WITH STARTER PACK £18.99 EXTRA

EPIC PACK EXTRA

Needs 1MB and Hard Drive		VALUE/RRP
• Epic Pack:	Trivial Pursuit, language Lab, Amiga text	29.99
	Epic, Rome, Myth	77.97
• DPaint III with animation		79.99
• 700 clip art pics/graphics for DPaint III		9.99
• 3 disc Home Pack incl. W Processor, Dbase, Spreadsheet		9.99
• Virus Killer		4.99
TOTAL VALUE		212.92
WITH AMIGA/CDTV		39.99
SEPARATELY		49.99

ALSO WITH STARTER PACK £18.99 EXTRA

CALLERS WELCOME AT OUR BRANCHES OPEN 9-5.30, MONDAY TO SATURDAY

• AMIGA SPECIALISTS • STAR GOLD DEALER • CDTV CENTRE • PHILIPS APPOINTED DEALER •

PROFESSIONAL FAMILY PACK (1MB REQUIRED)

	VALUE/RRP
- Cartoon Classics Games: Lemmings **OR** Elf	25.99
The Simpsons Toki	24.99
Captain Planet Puzznic	25.99
- Deluxe Paint III with animation + 700 Clip Art pics	89.99
- The Works Platinum Word Processor, Spreadsheet and Database	169.99
- Edd the Duck	29.99
OR Round the Bend **OR** Digital Home Accounts	
- Virus Killer Disk	4.99
- 80 Prog. Hobbyte PD Greats Pack - see 'Hottest Lot Pack'	39.99
- 4 disc DP pack inc. Fonts, Cip Art and Disc Tutor	9.99
- Hobbyte Infant, Junior (specify) or Secondary Educational Pack	19.99
- 10 Blank Discs + 80 Capacity lockable disc box	26.98
- Mouse Mat + Dust Cover and Joystick	19.97
TOTAL VALUE	**488.85**
WITH AMIGA/CDTV	**79.99**
SEPARATELY	**99.99**

SPECIAL: Also with Citizen 200 24 PIN Colour Printer and Starter Pack **ADD 199.00**

ABSOLUTE BEGINNERS PACK 3-13 YEARS

	VALUE/RRP
• Your choice from:	
- Fun School 2, 3 or 4 (for 3-9 yrs - specify age, 9 diff. versions available) Up to 6 stunning UK educational games in each package, with beautiful pictures, exciting animation + music that helps to develop numbers, word + other skills. Up to 6 levels of difficulty. Conforms with National Curriculum.	25.99
- Merlin's Maths (for 7-11 yrs) from the award winning 'Fun School' stable, 6 engrossing games to teach essential maths skills, in a way children will love.	
- Spelling Fair (for 7-13 yrs) all the fun of the fair on 6 levels makes learning spelling addictive and fun, Includes 6 games plus 3000 word dictionary + special selection of words for needs of dyslexic children + parents can create own dictionary of words requiring special attention.	
• Edd the Duck (7 yrs) **OR** Elf (7+ yrs) **OR** Round the Bend	25.99
• Hobbyte Infant or Junior (specify) Educational Pack, featuring up to 12 'Learn while you play' games	19.99
• Hobbyte 30 Easy Childrens' Games, 10 pack disc including Train Set and other top entertaining PD titles	19.99
• Deluxe Paint III with animation + 700 Clip Art pics for DP inc. children, Fairytale +Legend characters, Sport, Cartoons etc.	89.99
• Joystick + 10 blank discs	15.98
TOTAL VALUE	**197.92**
WITH AMIGA/CDTV	**39.99**
SEPARATELY	**59.99**

ALSO WITH STARTER PACK £18.99 EXTRA

SPECIAL: Each extra title from first selection add just **15.00**

TRAMPY'S, THOMAS'S OR NODDY'S PACK 2-8 YEARS

AT LEAST 57 EDUCATIONAL/FUN FILLED GAMES!

	MAX VALUE/RRP
• The Shoe People - 6 colourful and entertaining games featuring Trampy and friends to encourage early number reading and pre-reading skills. With Shoe People music	29.99
OR Thomas the Tank Engine's Fun with Words - 6 separate easy to use learning programmes with animation and sound.	
OR Noddy's Playtime (to 7 years) - 8 magical learning games at 3 levels, **PLUS** Junior Art package inc. Colouring, electronic 'Fuzzy Felt', FREE Toy Town map, Keyboard overlay and wobbler.	
• Shapes and Colours - Bobby the Clown entertains and lays down the foundation for maths and writing in 6 colourful animated games.	9.99
• Fun School 2, 3 or 4 - the "Fun School" suite have won just about every award going. 5 or 6 wonderful animated games.	24.99
OR Picture Book: 4 colourful and amusing games from ex 'Fun School' design manager will delight young children.	
• Deluxe Paint III with animation + 700 Clip Art pics for DP inc. children, Fairytale +Legend characters, Sport, Cartoons,	89.99
• Hobbyte Infant Educational PD Pack, containing 10 fun while you learn games	19.99
• Hobbyte 30 Easy Children's Games Pack	19.99
• 10 Blank Discs, Joystick, Mouse Mat	26.96
TOTAL VALUE	**221.90**
WITH AMIGA/CDTV	**49.99**
SEPARATELY	**69.99**

ALSO WITH STARTER PACK £18.99 EXTRA

SPECIAL: Each extra title from first selection add just **18.99**

ZOOL + SCHOOL PACK

GCSE 11-15 YEARS

- Zool - Number 1 Chartbuster	25.99
- Striker - 94% CU Amiga	25.99
- Pinball Dreams - 94% AUI	25.99
- Transwrite UK WP +Spellchecker	49.99
- ADI French, Maths or English (11-15, specify age) ADI the lovable extra terrestrial gifted teacher, guides you through National Curriculum. Ideally compliments school work. From the award winning Fun School team	25.99
OR	
6 **HOT LIST** Games	209.94
- Hobbyte 80 Programme PD Greats Pack - 'See Hottest Lot'	39.99
• Hobbyte Secondary Educational Pack	19.99
• Microswitched quality joystick	9.99
TOTAL VALUE	**407.87**
WITH AMIGA/CDTV	**49.99**
SEPARATELY	**69.99**

ALSO WITH STARTER PACK £18.99 EXTRA

A3000 24 BIT SYSTEM - £BEST!

WE SPECIALISE

• Extra RAM • 68040 accelerator
• 24 bit colour card • 24 bit colour real time digitizer
• 24 bit 3D Art + animation s/w
• Fitting and Free 1/2 day customised training

TELEPHONE JP

THUNDERBIRDS ARE GO!

We hope! We are trying to organise pack for Christmas, complete with die-cast toy, no promises, but phone for latest!!

ACCESSORIES

virus protector + backup	23.99	Golden Image Happy Mouse	18.99
Modulator	19.99	GI Brush Mouse + DPIII	23.99
Deluxe control centre	44.99	GI Optical Mouse	28.99
Control Centre	29.90	GI Crystal Trackball	35.99
Keyboard	39.99		

MODEMS

SM 2400 Modem	118.99
Fax 2400 + 5 year warranty	78.95
Fax 2400 Plus + 5 year warranty	137.95

FLOPPY DRIVES

3.5 external drive, daisychain + on/off	48.95
CAX 354 3.5 external drive, beige	52.99
external 3.5 drive, black + 10 blank discs	49.99
with anti click + Blitz back up and virus protector	65.00
as above, Cyclone compatible	78.99
drive as PC 880B	125.00
Replacement A500 drive	34.95

MONITORS/ACCESSORIES

1084SDI monitor + leads + 2 great 'Hot List' games	179.99
8833 MKII mon.+leads+ Turbo Challenge + on-site	179.99
swivel stand for Philips 8833	12.99
3332 FST TV/Monitor	238.99
High res monitor	399.99
7CM Hi-res SVGA .28dp inc. tilt & swivel	259.99
Multi-Sync	544.99
Flicker Fixer	124.99
Flicker Free Video 2-A500	197.90

SCANNERS & DIGITISERS

GT 6000, 600dpi 24 bit A4	789.00
GT 8000, 800dpi 24 bit A4	1192.99
Hand Scanner, 400 dpi, 64 Greyscale, Powerscan software	88.99
Colour Hand Scanner	219.49
JX 100 A6 Scanner + scanlab s/w up to 18 bit	469.99
JX 320A6 Scanner + s/w up to 24 bit	898.99
Amiga 12	73.99
Sketch II A4 Tablet Digitiser	319.99
Sketch II A3 Tablet Digitiser	529.99

GENLOCKS

8802/8806	POA	Rocgen Plus	114.49
8802 SVHS	529.99	Progen	85.99
	78.95	Video Pilot v330	994.94

DISCS

Blank DS/DD discs in box	6.99	50 Blank DS/DD discs	17.99
Blank DS/HD discs	8.99	50 Blank DS/HD discs	27.99

ACCELERATORS/HD A500/600

A530 1MB 120MB	728.99	20MB HD upgrade	119.00
A530 1MB 240MB	908.99	40MB HD upgrade	199.00
A530 68882	203.99	60MB HD upgrade	225.00
GVP HD8 52MB	318.99	80MB HD upgrade	275.00
GVP HD8 120MB	408.99	IVS Trumpcard 42MB HD	279.99
GVP HD8 240MB	663.99	Extra 2MB fitted to any above	62.99
A590 20MB	259.99	Microbotics VXL30 25MHz	219.99
A570 for 2.04 1MB 500	309.99	2MB Burst RAM for above	179.99

ACCELERATORS/HD A1500/2000/3000

GVP Series II 40MB	245.00	G Force 030 50MHZ 4MB	1099.99
GVP Series II 80MB	328.00	G Force 040 28MHZ 2MB	1489.99
GVP Series II 240MB	633.99	Prog Zeus 040 28MHZ 4MB	1739.99
GVP Series II 420MB	1033.99	Prog Mercury 040 28MHZ (3000)	1349.99
G Force 030 25MHZ 1MB	543.99	Sysquest removable HD 88MB	549.95
G Force 030 40MHZ 4MB	783.99	Extra 2MB fitted to any above	62.99

EXPANSION

A500 512k Ram Exp+Clock	19.90	A600/1200 2MB exp (fast)	117.99
A500+ 1MB exp	28.99	A600/1200 4MB exp (fast)	179.99
A500+ Switch 1MB exp	37.99	A500 Rom Sharer 1.3	POA
CBM 2.04 upgrade kit	74.99	A500 Rom Sharer 2.04	POA
A600 1MB exp (chip)	39.99	A600 Rom Sh. + 1.3	POA

Chip fitting and board upgrade available, by our qualified engineers or DIY kit .... **POA**

EMULATION

KCS Powerboard	POA	G Gate 386sx 25MHz	438.99
KCS Powerboard with DOS	POA	G Gate 486SX	795.99
KCS adaptor	POA	GVP 286 for GVPII +530	216.99
AT Bridgeboard for 1500	299.00	AT Once	214.99
386 Bridgeboard for 1500	POA	GVP 40/4 for 1500	945.99

PRINTERS

2YR WARRANTY WITH CITIZEN

	ALONE	WITH STARTER PACK		ALONE	WITH STARTER PACK
Citizen 120+D	110.99	ADD £12.99	Citizen S240 24 col*	259.99	ADD £12.99
Star LC20	113.49		Citizen S24x col*	296.99	
Star LC 100 9 pin col	146.49		HP Deskjet 500§	329.99	
Star LC200 col	163.49		HP Deskjet col§	399.99	
Citizen Swift 9*	163.49		HP Deskjet 550C§	519.99	
Star LC 24-20	173.49		HP Paintjet§	639.99	
Star LC 24-100 24 pin	163.49		BJ10ex Bubblejet port.	204.99	
Star LC 24-200	197.25		BJ 20	304.99	
Star LC 24-200 col	236.49		BJ 330 A3	469.99	
Citizen 124D	176.99		BJ 300	338.99	
Epson LQ 100	189.99		Star SJ 48	191.49	
Citizen S200 24*	179.99		HP Laserjet 11P +	649.99	
Citizen S200 24 col*	189.99		QMS Ink Jet col A4	4999.95	

§Turbo Print Pro driver/util s/w highly recommended ADD £39.95

STARTER PACK: 500 Sheets A4 or continuous paper, Amiga to printer lead, Universal Printer Stand & Driver * with Print Manager

24 BIT

A Video 24 with TV Paint for 500	588.90	Harlequin 4000 24 bit card	1289.99
Art Dept. Pro 2.1A	174.99	Image Master	1069.00
DCTV	395.99	Opal Vision 24 bit board + Opal Paint, Opal Presents, Karate 24 bit s/w	689.00
Firecracker	POA	Rembrandt 24 bit board	2489.99
GVP IV + VIU-S	1389.99	V lab 24 bit real timedigitiser	279.99
GVP IV + VIU-CT	1759.99		

SOFTWARE

GRAPHICS/CAD

AmigaVision	47.50
Art Dept. Pro 2.1	98.99
Deluxe Paint III	9.49
Deluxe PaintIV	53.99
Expert 4D Junior	36.99
Expert Draw	48.99
Imagine v2	186.99
Pro. Draw 3	69.99
Real 3D Beg 1.4	83.99
Real 3D Turbo Pro 1.4	229.50
Scala 500	68.99
Scala MM200	434.99
Scala Pro 1.13	173.50
Sculpt Animate 4D	198.99
Spectra Colour	57.99
X CAD 2000	89.50
X CAD 3000	238.90

VIDEO PRODUCTION/TITLING

AmigaVision	47.50
Broadcast Titler II	148.99
Deluxe Photolab	51.49
Pro Video Plus	137.99
TV Show Pro	51.39
TV Text Pro	68.99
Video Director	106.99

EDUCATIONAL

Any Fun School	14.99
Any ADI	17.50

See also software packs

UTILITIES/LANGUAGES

AMAX II Plus	289.99
Amos 3D	21.49
Amos the Creator	30.95
Amos Compiler	19.49
Easy Amos	22.49
Cross Dos v5	22.75
Disk Master II	43.75
GFA Basic	17.99
Lattice C 6	179.99
Quarter back	30.50
Quarter back Tools	44.99
Xcopy Pro	29.49

APPLICATION

Arena Accounts	89.50
Excellence 3	88.99
Final Copy II	POA
Kind Words III	35.99
Maxiplan Plus v4	38.99
Mini Office	43.99
Pagestream 2.2	122.99
Pagesetter II	42.49
Pen Pal 1.4	52.50
Personal Finance Manager Plus	31.99
Pro. Page v3	137.99
Saxon Publisher	177.95
Superbase Pro 4	148.99
Wordsworth	69.99
Works Platinum	43.99

MUSIC

AD 10 12 Studio 16 Sampler	349.95
Audio Engineer Plus 2 Sampler	188.99
Audio Master 4	44.49
Bars & Pipes Pro 1.0E	172.13
GVP Digital Sound Studio	48.99
Midi Interface	19.95
Rombo Megamix	23.99



TELE-ORDER (0727) 56005

ORDERING: TELESALES NO: (0727) 56005

Next day delivery for credit card orders placed before 5pm subject to availability. Alternatively send cheque, postal order, bankers draft or official order (PLCs, Education and Government bodies only) to; Dept. CUA, Hobbyte Computer Centre, 10 Market Place, St. Albans, Herts AL3 5DG. Please allow 7 working days for cheque clearance. Subject to availability, despatch is normally within 24 hours of receipt of cleared payment. Prices are correct at time of going to press, however, we are sometimes forced to change them, either up or down. Please check before ordering. Additional services and different packages may be offered in our showrooms, and prices may vary from Mail Order prices. Personal callers are asked to quote this ad to ensure Mail Order packages are offered.

DELIVERY CHARGES: UK MAINLAND (NOT HIGHLANDS)

Small consumables & software items	Despatched by post, please check charges when ordering
Other items, except lasers	Next day courier service, £10 per box
Offshore and Highlands	Please enquire

IN ADDITION WE OFFER THE FOLLOWING EXPRESS SERVICES:

Saturday deliveries	Normal rate plus £15 + VAT per box
Am next day	Normal rate plus £8 + VAT per box

NO DEPOSIT CREDIT FACILITIES

Credit terms at 34.8% APR (variable) can be arranged for purchases over £150, subject to status. Competitive leasing schemes are also available for businesses, including sole traders and partnerships. Just telephone for written details and application form.

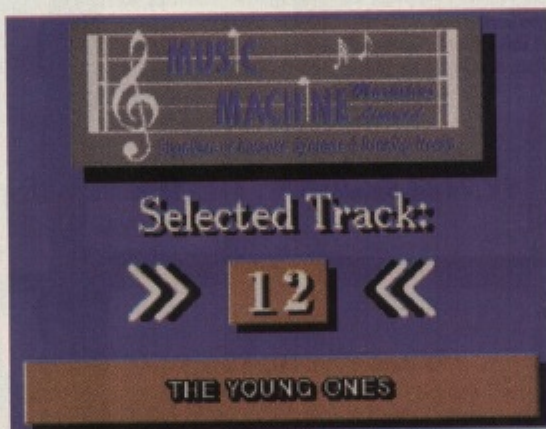
Amiga prices, except where stated are inc. VAT. E.&O.E.

• HP AUTHORISED DEALER • CITIZEN DEALER PLUS •

CDTV ROU

KARAOKE HITS VOLUME 1

Music Machine Marketing, Price: £19.99, Tel: 0204 387410.



Oh, how we laughed when the local boozer hired out a karaoke machine for the night... how we sighed with disappointment when it turned up the following weekend... how we abandoned the former Saturday night hot-spot when it became a regular feature. Nauseating as it is, karaoke is still doing a good trade in pubs up and down the country, so if you fancy making a few quid from your CDTV, why not try transforming it into a karaoke machine?

Karaoke Hits Volume 1, from Music Machine Marketing, is a 21-track disc with an idiot-proof user-interface. Seeing as there's nothing to do but select the song and hit play, it's easily operated from the keyboard or control pad. Songs included are the usual mix of old rock and roll, ballads, and country tunes: Oh Carol, Diana, Da Doo Ron Ron, It's My Party, His Latest Flame, In the Ghetto, Good Luck Charm, I Only Wanna Be With You, Who's Sorry Now, Stand By Your Man, The Young Ones, Bachelor Boy, On the Beach, Will You Still Love Me Tomorrow, Rose Garden, Something in my Heart, My Special Angel, Sugar Time, It's Only Make Believe, and Sweet Nothings.

The songs vary in quality, with some including backing vocals and sounding very much like the originals. Others are less impressive, leaving you to hum half of the music yourself. There's nothing in the way of graphics, which is a shame, so all you get on screen are the lyrics which light up in time with the music. There is, however, a genlock option, which you could use in conjunction with a video camera, mixing live pictures of the singer, the crowd, or a separate video source with the lyrics.

It's a shame there are no graphics. A static picture at the very least woulnd't be too much to expect, seeing as there's not exactly a shortage of space on a CD.

As a piece of home entertainment, *Karaoke Hits* is a bit of a waste of time. You may as well just put your favourite record on your hi-fi and sing along with that. As a tool for transforming your CDTV into a karaoke money-making machine, it's not bad at all. All you need now is a PA, a mike with a two minute long echo on it, and you're off. Just don't forget your earplugs.

80%

LEARN FRENCH WITH ASTERIX

SWANFAST COMPUTERS, Price: £69.98, Tel: 071 731 0846.

How school kids are supposed to learn to speak French by reciting hundreds of verb endings is beyond me. This two-disc set aims to assist the learning of French in a rather more entertaining way, and is quoted as being suitable for anyone from 15 to 50.

Most of the discs are taken up by a talking book. Digitised illustrations from the original Asterix books are accompanied by the voices of French actors playing the parts of Asterix, Obelix and all their friends. With the default settings, the speech bubbles are left blank, and you're left to decipher the story from the French speech. If you need a bit of help, you can opt to fill the speech bubbles with French text, English translations, or even get a word-by-word breakdown of everything that's said. This is the most useful feature, as it helps you get a better understanding of word order, vocabulary and general phrase construction.

Also included is an 'interview' section. Here you can choose questions from a list, and direct them at either Asterix or Obelix. Both the questions and answers are spoken in French. If you have a sampler cartridge and microphone connected (such as Microdeal's Voice Master covered here), you can listen to a phrase, speak it into the mike, and then play it back to see how your accent compares to the French voice on the CD.

As educational software goes, *Learning French With Asterix* is very professionally produced, and would inject some much-needed interest into any French lesson.

89%



If you were hoping for a translation, tough luck. You'll have to buy the CD for that!

Anyone new to Asterix can get acquainted with him and his merry band in the introduction scene. Once you know who's who, you can ask Asterix and Obelix a few probing questions.



ND-UP



GLOBAL CHAOS

DMI Ltd., Price: £29.99, Tel: 0753 686000.

Remember *Top Banana*, that collaboration between dance music producers Cold Cut and programmers Hex? Well here it is again, this time backed up by a collection of nine additional soundtracks.

From the title screen you can choose to play any of the soundtracks, or just go straight into the *Top Banana* game. There's no difference in the CD and floppy disk versions of the game, so it remains a graphically sickening, simplistic platform affair with silly and often irritating sounds effects. If you can imagine playing *Rainbow Islands* with half the features missing, and a whole load of corrupt graphics, you've got the general idea.

Completely unconnected to the game are the soundtracks. I was expecting something special when I read the credits on the inlay and discovered they had been produced by Cold Cut, but I was in for a disappointment. Select the Global Chaos icon, and you get a choice of four tracks. They're all in much the same hardcore style, with random sequences of 'cyberdelic' graphics for a bit of visual stimulation. They're not bad, but nothing more than you'd expect from an average PD rave demo. Digital Love is another collection of four tunes. These are supposed to be ambient, but they're merely slow-moving chord sequences with very simple melodies. Don't expect any powerful hypnoptic soundscapes. Finally there's Eternal Rave. This is a single track with some very messy loops, and loads of sounds that are often both out of time and out of tune with the rest of the track. Unfortunately, unlike the others, the stereo panning here is hard left and right, so listening through headphones is out of the question.

Despite some good ideas, *Global Chaos* fails to impress.

59%





Nice video, shame about the song. The powerful, if jumbled rave tunes are let down by the weak 'ambient' soundtracks. The less said about the game the better.

THE ILLUSTRATED WORKS OF SHAKESPEARE

Animated Pixels, Price: £29.95, Tel: 0705 291866.

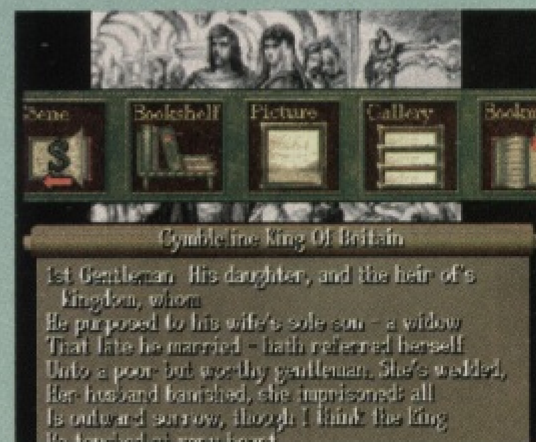
When the Amiga first arrived, the 'vast' 512K memory was almost too big for most game programmers, who took to filling the extra space with digitised graphics and sound that often had very little bearing on the games themselves. Now with the enormous storage capacity of CDs, designers and programmers are once again at a loss for how to make use of all that space.

The *Illustrated Works of Shakespeare* is another of those CDTV releases which seem to be more of an exercise in filling a CD than a serious attempt at a useful piece of software. The disc holds 42 poems, sonnets and plays as text files; just about everything Shakespeare ever wrote. These are all accompanied by digitised graphics, illustrating various scenes from the text.

It works pretty much as a straight book. You can move back and forth through the current piece, call up a relevant illustration, change the font, or search for a string of text. You can also move onto another play, poem or sonnet at any time. If you're reading Shakespeare as part of a literature course, it could make studying a bit more bearable. Other than that though, I can think of little practical use it could be put to. If you just want to read Shakespeare, you may well find a good old fashioned book cheaper, more portable, and easier on the eyes.

65%





Calling all Shakespeare fans! No don't all rush at once. Now you can enjoy his complete works on CD.

VOICE MASTER

Microdeal, Price: £39.99, Tel: 0726 68020.

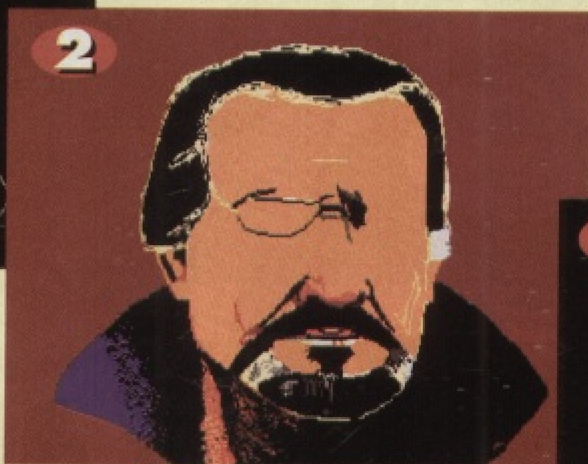
Well known for their sampling hardware and software, Microdeal have now released a sampler specifically for the CDTV. Although it comes with no software, the small microphone and cartridge can be used with other existing CDTV software, like karaoke discs and the *Learn French With Asterix* program. That's all there is to it really. If you've got any sampling software, you can use it just like you would any other sampler.

ART GALLERY

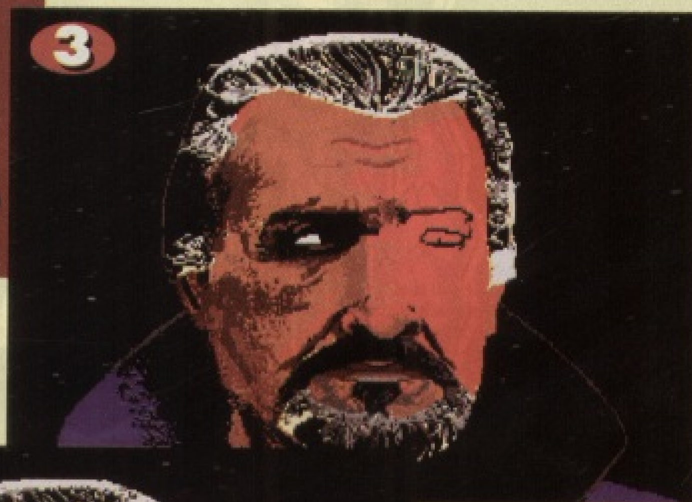
As you can see on these pages, Art Gallery stretches from the sunlit shores of landscape drawing to the dreadful depths of dark imaginings – wherever artistic ideas and ability reach, in fact. For the hottest tips on creating a masterpiece... read on.



1. The picture begins with a 10 to 15 minute sketch using the freehand tool. Tim had, however, spent more than an hour previously trying to construct the head with circles and ellipses.

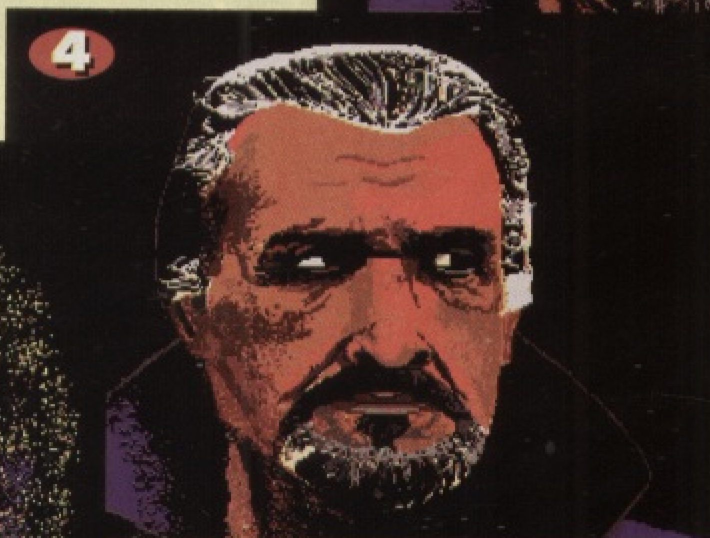


2. Tim tried a different colour background and cut out the shoulders. The face and beard were given rough details. Sketching was used on the neck and then smeared. Tim employed the flood fill on the collar before airbrushing and smearing the edge. This took about an hour and a half.



Many of you may feel a strange urge to hide behind the sofa at the sight of our first picture – The Master from Doctor Who (as portrayed by Roger Delgado). A reminder of the days of Daemons, Sea Devils and sinister plots for world domination. This was drawn by Tim Symonds of Peterborough, using *DPaint III*.

3. By this stage the black background and shoulders had been restored. Rough shading to the cheek was added with the airbrush, and greater detail added in freehand. Tim adjusted the palette to obtain suitable flesh tones and painted repeatedly with different tones until he achieved a look he was satisfied with. All the blending of flesh tones was done with the smear control. When this part of the drawing was complete, Tim turned the whole thing into a brush and placed it further up the screen. Between three and a half and four hours work has gone into the picture since the last stage.



4. Further detailing and smearing of the flesh tones. The hair was drawn roughly – Tim says all attempts at adding detail made it look like a wig! Another hour was spent reaching this point.



5. The background was enlivened with the airbrush and saved. The last stage was reloaded, Tim altered the palette once more, and the skin tones and hairline were softened. The hair itself was also made more realistic in appearance. The whole picture was saved as a brush and superimposed on the enhanced background. Unwanted overlaps were then painted out, so, with an hour and 45 minutes more work, the drawing was completed, leaving the suave, but scheming, time traveller staring jealously into space. What is particularly impressive about Tim's work is that he had owned his Amiga for just three weeks when this drawing was produced. If you know the palette settings for good skin tones, by the way, he'd like to hear them.

If you have a picture you would like to see featured in CU's Art Gallery, send us an IFF disk with the drawing at several stages of construction, as well as the finished masterpiece. Include a description of what you have done to achieve the effects seen in each shot. Send your disk to: CU Gallery, Priory Court, 30–32 Farringdon Lane, London EC1R 3AU.



1. Scott used *DPaint III* in low res. with 64 colours. Make sure, as in this case, the spread of colours you choose is appropriate for the subject matter.

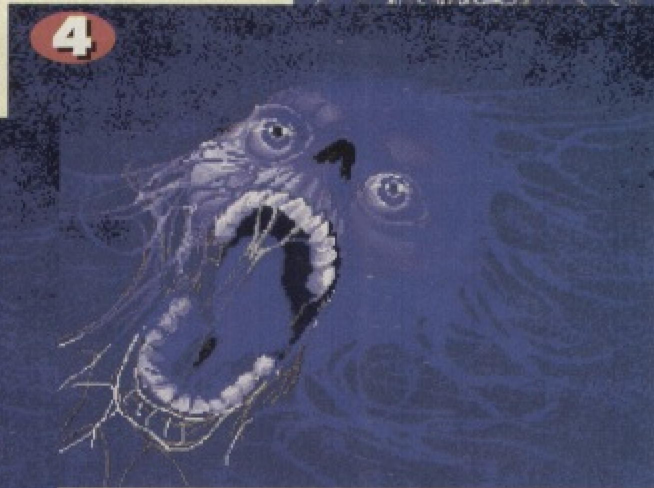


2. Once the background is established, highlight some of the better-formed shapes and discard the unwanted ones. The framework can then be filled in, as with the addition of the head's right eye and surrounding flesh.



3. Scott suggests you save time and effort by using the brush selector to copy difficult objects, such as eyes. As you can see, a spare eyeball is sitting at the bottom of the picture, looking authentically round and reflective.

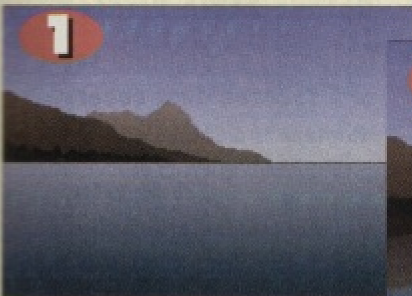
Don't sit waiting for inspiration to strike, says Scott Shore of Dudley, West Midlands, reach to the stickiest part of your imagination, grab something, and drag it back.



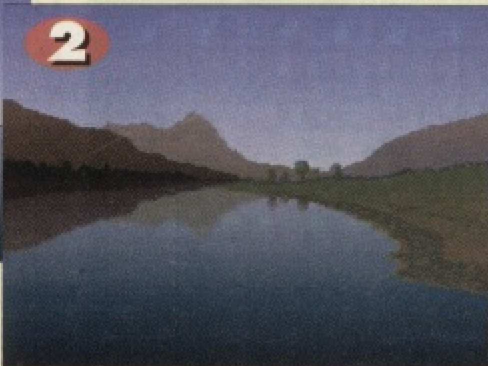
4. Depth is added to the picture by contrasting the dark colours of the right side with the brighter, sharper, colours to the left.



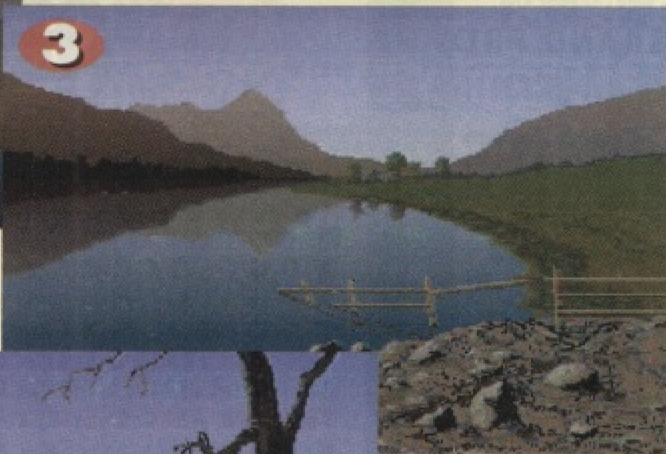
5. The final version, looking highly professional, with signature added for good measure. Scott tells us he's available for work at the moment – any offers?



1. Working with *DPaint IV* in HAM mode, which allows over 4,000 colours on screen, John made extensive use of gradient fills to produce the sky, lake and mountains in the early stages of his drawing.

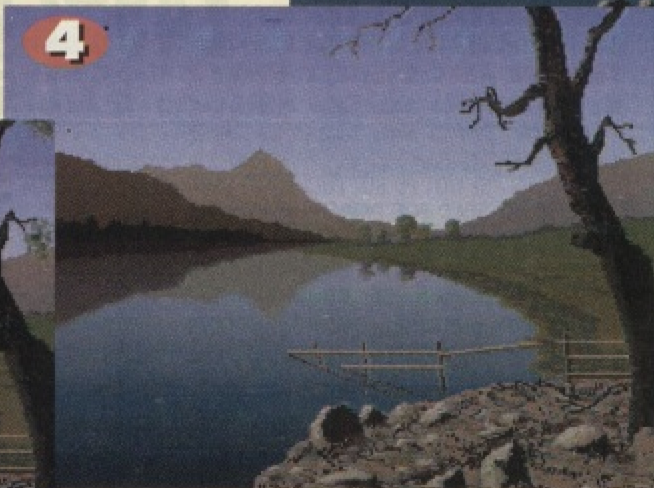


2. Creating the required spreads and ranges for the gradient fills was rather laborious, John found, but worth the effort. Controlling the colours at the edge of contrasting areas poses some problems, but these can usually be overcome. Note the impressive way the reflection of hills and trees is conveyed, and the hint of clouds, also mirrored in the water.

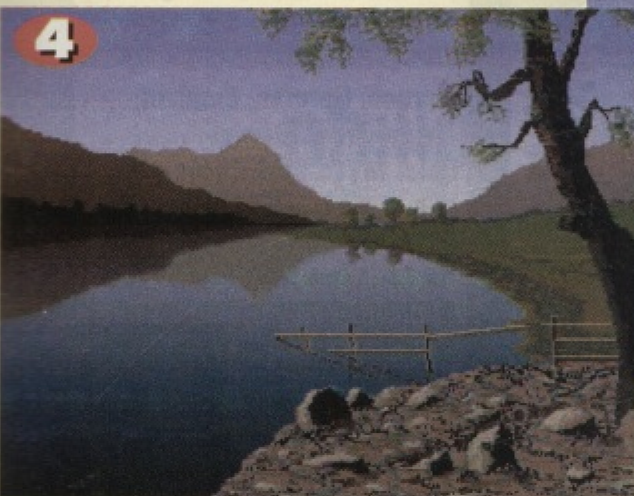


3. When painting freehand on a computer, as John does, frequent saving of the picture is recommended. That way you can always return to your last step if you make an error, rather than go right back to square one, or put a lot of effort into covering-up the mistake. The descent of the fence into the lake, and the rippled shadow cast on the water, add a realistic and atmospheric detail to the scene.

This fine picture was drawn by John Buckley of Southport, Merseyside. John based the drawing on an oil painting by himself.



4. The drawing is almost finished. Only a few final touches remain to be added.



5. Voilá. The tranquil setting is complete, with the tree looking less stark now it has gained a few leaves.



the latest AMIGA technology



acknowledged experts

STOP PRESS
AMIGA A500+ PACKS AVAILABLE IN LIMITED QUANTITIES
Phone us for details

STOP PRESS...STOP PRESS...
NEW AMIGA 1200 ANNOUNCED BY COMMODORE!
Details are still to be confirmed, but when launched during November the spec should include... 68020 CPU, 2Mb. RAM, Latest 'AA' enhanced graphics chip set!!! etc., CALL US FOR UO TO THE MINUTE PRICING AND INFORMATION ON THIS IMPORTANT NEW AMIGA

AMIGA 600 FLOPPY
DISK DRIVE VERSION

Available as either...

Pack with Deluxe Paint III and a MYSTERY game

But only whilst stocks last

at just.. £269.95 inc VAT

OR... AMIGA 600 FLOPPY
DISK DRIVE VERSION

WITH A NEW... WICKED SOFTWARE PACK

- PUSHOVER
- SILLY PUTTY
- MICRO PROSE GRAND PRIX
- DELUXE PAINT III

at only- £319.95 inc VAT

AMIGA 600 20Mb HARD
HARD DRIVE VERSION

WITH A NEW... EPIC SOFTWARE PACK

- EPIC · MYTH · ROME
- DELUXE PAINT III
- TRIVIAL PURSUIT
TRIPLE LANGUAGE VERSION (French, German, English)
- MULTI LANGUAGE DICTIONARY
- AMIGATEXT WORD PROCESSOR

at only... £459.95 inc VAT

If you want a DIFFERENT SIZE hard drive simply ask for the price!



All Harwoods new A600's are United Kingdom specification and include the following features... 1Mb. Disk Drive, 1Mb. RAM, 4096 Colours, Integral TV Modulator, Mouse, Workbench Disks, Manuals, PLUS all Leads - AND... FREE 1 YEARS 'IN HOME SERVICE'

...Harwoods... EXCLUSIVE!
POWERPLAY THE GOLD
SPECIAL EDITION

21 GAMES & WORD-PRO PACK



ADD our great GOLD POWERPLAY PACK to your order for only... £49.95 ONLY!

you get: A Superb High Quality Microswitched Competition Pro 5000 Joystick • 10 Essential 3.5" Blank Disks • Disk Storage Box • Tailored A600 Dust Cover and a High Quality Mat to enhance accuracy & protect your mouse

PLUS THE NEW MEGA-RELEASE GAME...ZOOL!
and a FANTASTIC selection of TWENTY more great games:
THESE TITLES ARE NOT PD BUT FULL PROFESSIONALGAMES WHICH ORIGINALLY SOLD FOR PRICES OF BETWEEN £20 TO £30!!!

Xenon 2 Megablast • Pinball Dreams • TV Sports Football • Hostages • Jumping Jackson • Striker • Bubble Plus • TinTin on the Moon • Bloodwych • Stir Crazy • Krypton Egg • Skychase • Eliminator • Purple Saturn Day • Safari Guns • Lombard RAC Rally • Captain Blood • Strike Force Harrier • Lancaster • Sky Fox II

AND...Transwrite - Word Processor for the Amiga

With ALL THIS you won't need to buy anything more for ages!

why not buy your Amiga A600 with a FULL 2Mb. for just £39.95 extra

AMIGA 600 20Mb HARD
DRIVE AND 2Mb.RAM

THE harwoods POWER-PRO ULTIMATE ENTERTAINMENT SYSTEM and professional PACK

OUR COMPLETE POWER-PRO SYSTEM ONLY...

Amiga 600HD with 20Mb Hard Drive & 2Mb RAM

Philips CM8833/II* Stereo Colour Monitor

and a new Swift 200‡ Colour 24pin Printer

Including a complete set of 3 tailored dust covers

*Replace the CM8833 with a Philips Monitor TV for only **£39.95 extra.**

‡Prefer an alternative printer? Simply pick another one & pay the difference [see page 3]

AND...
NEW Final Copy II...The Best Amiga Word Processor/Publisher
Superbase, database
Superplan, spreadsheet
Deluxe Paint III, Amiga Text, Multi Language Trivial Pursuit & Dictionary (French, German, English),
Three Great Games........ Epic, Myth and Rome.

Why not add our Powerplay Gold Pack to your order!

£999.95 INC VAT

If you want a DIFFERENT SIZE hard drive simply ask for the price!

0773 836781

**Finance Facilities Available, please contact us for your personal information pack.*

gordon harwood computers

0773·836781

from the



If you want the POWER, then look no further...

Harwoods have put together some great top of the range Amigas that will fit the bill for even the most demanding Amiga user.
We've taken the powerful A1500 and tuned it into something extra special with a massive 120Mb. Hard Drive and 3Mb. of RAM, but if that's not powerful enough just look at the specification of our Amiga A3000 pack... and note the price.
WE'VE GOT THE POWER!

AMIGA 1500 3Mb

TWIN FLOPPY DRIVES

THE LATEST workbench VERSION 2 OPERATING system

But more than an ordinary 1500...

THE SPECIFICATION:

Fitted with a 120Mb. GVP Hard Drive
Twin 3.5" Floppies
3Mb RAM INSTALLED
PLUS SOME GREAT SOFTWARE...
·Toki· ·Elf· ·Puzznic·
·Home Accounts·
·Deluxe Paint III·
·The Works·
and the book GET THE MOST OUT OF YOUR AMIGA 1992

£999.95 inc VAT

Phone for prices on other spec. A1500's

AMIGA THE CDTV PACK

MULTIMEDIA AT HOME

THE NEW AMIGA CDTV MULTIMEDIA PACKAGE HAS THE LOT
INCLUDING
CDTV Player, Keyboard, Infra-Red Mouse, 3.5" Disk Drive, Workbench Disks, Welcome CD, and Remote Controller

ONLY £479.95 INC VAT

AMIGA 3000 2Mb

Latest Workbench 2
25MHz. - 2Mb. RAM
52Mb. Hard Drive
3.5" Floppy Drive
Including...
FINAL COPY II and AMIGA VISION

ONLY £1299.95 inc VAT 52 Mb.

available with a 105 Mb. Hard Drive ONLY £1479.95 inc VAT 105 Mb.

free on site maintenance

AMIGA 3000 MONITORS

14" COLOUR SVGA

CBM1935 .28" dot pitch £265.95

CBM1960 Multiscan .28" dot pitch £429.95

A570 cd ROM

DRIVE for A500+
use music cd's &CDTV titles on your A500 Plus
Only... £329.95

EXTRA RAM UPGRADES

AMIGAS

A500 1/2Mb £29.95 A500+ 1Mb £39.95
A600 1Mb £44.95
All RAM expansions inc. Battery Backed Real Time Clock

SIMMS FOR GVP'S

HC8 & HD8 Drives add RAM in 2Mb. incrementsts
1Mb Simm £22.95 4Mb Simm £89.95
32-Bit SIMM for GVP Accelerators [min. 2Mb. increments]
1Mb x 32Bit £52.95 4Mb x 32Bit £152.95

AMIGA ENTRY CDTV SYSTEM

MULTIMEDIA

CDTV player with Welcome Disk, Remote Controller, Hutchinsons Encyclopaedia and the great game Lemmings

ONLY £379.95 inc VAT



philips monitors monitor TV's GOLD DISCOUNT

Add a CM 8833/II monitor or a Monitor/TV when buying your Amiga and pay the low PHILIPS GOLD DISCOUNT prices to save even more!

CM8833/II £194.95*

MONITOR/TV £229.95*

*[*only when purchased with an Amiga*]*

philips monitors CM8833/II

14" stereo COLOUR with a FREE cable & and dust cover + In-Home Service

NOW with a FREE game: LOTUS TURBO challenge 2

£199.95

15"Monitor/Television philips display

Pro' 2000 definition RGB colour Monitor/TV, FASTEXT Teletext, Infra Red Remote, Satellite and Video Connections, Headphone Socket, 2000 Character Higher Res Tube

4watts MEGA SOUND

GREAT VALUE only... £239.95 inc VAT

Includes a FREE cable to your AMIGA

GORDON HARWOOD Computers

**Finance Facilities Available, please contact us for your personal information pack.*



the extensive range of peripherals and software



EXPAND your system... and get MORE from your AMIGA

If you've got an Amiga why not get THE MOST from it....

because it's so easy to attach our add-ons and use some great software, you can quickly get to grips with anything. From Graphic Design, Desk Top Publishing, Video Mixing and Music Composition to many useful business programs such as Word Processors, Accounts, Spreadsheets, Databases etc. You can add advanced technology such as fast Hard Disk Drives for quick access to data, Genlocks & Video Digitisers to import and manipulate images, Sound Samplers to help you with your musical talents and Printers to enable output of your 'your creations'. With a whole lot more available, you too can...

EXPAND YOUR AMIGA - EASILY!

AMIGA PRINTERS
DOT MATRIX INKJETS AND LASERS

All our printers are supplied for immediate use including a cable, paper and labels FREE OF CHARGE. Dot matrix models come with a tailored dust cover. We also include our specific Amiga driver disks for Citizens, Stars and Canons. ALL Citizens have a 2Year Warranty

Please call for prices on any models not listed

9 PIN PRINTERS
9 PIN DOT MATRIX

STAR LC 20 MONO	£134.95
NEW STAR LC 100 COLOUR	£164.95
STAR LC 200 COLOUR	£194.95
CITIZEN 120D+ MONO	£124.95
CITIZEN SWIFT 9 COLOUR	£179.95

24 PIN PRINTERS
24 PIN DOT MATRIX

STAR	
LC 24/200 COLOUR	£269.95
XB 24/200 COLOUR	£369.95
CITIZEN	
SWIFT 200 MONO	£209.95
SWIFT 200 COLOUR	£239.95
SWIFT 240 MONO	£249.95
SWIFT 240 COLOUR	£269.95

HIGH•RES PRINTERS
HIGH RESOLUTION

STAR SJ48 INKJET	£209.95
CANON BJ10ex INKJET	£224.95
CANON BJ20ex INKJET including automatic sheet feeder	£319.95
HP DESKJET 500 MONO	£369.95
HP DESKJET 500 COLOUR	£559.95
HP PAINTJET COLOUR	£679.95
STAR LASERS FROM...	£749.95

GENUINE PRINTER ACCESSORIES CONSUMABLES AND UPGRADES

PRINTER	PRINTER TYPE	BLACK RIBBON	BLACK RIBBON 'SIX PACK'	COLOUR RIBBON	COLOUR RIBBON 'SIX PACK'
CITIZEN 120D+	BLACK ONLY	£4.75	£22.95	N/A	N/A
CITIZEN 124	BLACK ONLY	£4.75	£22.95	N/A	N/A
CITIZEN SWIFT 9	BLACK/COLOUR	£4.75	£22.95	£16.45	£94.95
SWIFT 24/24E/224	BLACK/COLOUR	£4.75	£22.95	£16.45	£94.95
STAR LC10/20/100	BLACK/COLOUR	£4.45	£23.95	£5.95	£34.95
STAR LC200	BLACK/COLOUR	£5.95 ZX9	£32.95 ZX9	£12.45 ZX9CL	£64.95 ZX9CL
STAR LC24/200	BLACK/COLOUR	£6.95 Z24	£39.95 Z24	£12.95 X24CL	£69.95 X24CL
STAR XB RANGE	BLACK/COLOUR	£8.95 Z24	£49.95 Z24	£14.95 X24CL	£74.95 X24CL
STAR SJ48 INK CARTRIDGE	BLACK ONLY	Also compatible with Apple Stylewriter and Canon BJ10ex Bubblejet			£15.95ea.

Hewlett Packard Original Consumables

DESKJET 500...

Black Ink Cartridge [Double Life]	£21.95
Colour Ink Cartridge [Std]	£25.95

PAINTJET...

Black Ink Cartridge	£22.95
Colour Ink Cartridge	£24.95
Single Sheet Paper	£20.95
Z-Fold Paper	£18.95
Transparency Film: [Pack of 50 Sheets]	£52.95

Please phone for items not listed

Citizen Accessories:

80 Column 9/24 Pin	£37.95
Printer Colour Kit [ALL models except the Citizen 124 model]	
32K RAM Expansion [24Pin Citizens except 200/240]	£13.95
32K RAM Expansion [Citizen 200/240]	£19.95
128K RAM Expansion [Citizen 200/240]	£32.95

AUTOMATIC SHEET FEEDERS:
ALL Star & Citizen 80Column models
Only...£69.95
[please state model when ordering]

AMIGA 600 HARD DRIVES

20Mb.	Only... £199.95
60Mb.	Only... £299.95
80Mb.	Only... £349.95

Prices include courier collection & return of your Amiga, installation & a full 12month Gold Warranty for both your drive and Amiga.

600HD Owners, trade up your 20Mb. Hard Drive! Phone for details.

GVP HARD DISK DRIVES with 2yrs warranty

A500 and PLUS
Simply plug in to the Amiga sideport

HD8 Hard Drives

RAM	52Mb.	120Mb.
0Mb.	£339.95	£439.95
2Mb.	£379.95	£479.95
4Mb.	£419.95	£519.95
8Mb.	£499.95	£599.95

A530 Combined Hard Drive and 68030 Accelerator

RAM	52Mb.	120Mb.
1Mb.	£659.95	£759.95
2Mb.	£699.95	£799.95
4Mb.	£799.95	£899.95
8Mb.	£979.95	£1039.95

68882 Maths floating point unit for A530's £219.95

AMIGA 1500 2000 internal HARD DISK DRIVE

HC8 Hard Drives

RAM	52Mb.	120Mb.
0Mb.	£279.95	£409.95
2Mb.	£319.95	£449.95
4Mb.	£359.95	£489.95
8Mb.	£439.95	£569.95

CUMANA 3.5" EXTERNAL floppy drive
with free disk head cleaner
-LONG CONNECTING-CABLE - THROUGHPORT -
£54.95

0773 836781

**Finance Facilities Available, please contact us for your personal information pack.*

gordon **harwood** computers

of AMIGA

0773·836781

AMIGA software
for every occasion

Listed below is a sample from our vast range of software at competitive prices. If you need a product not listed simply phone us and we will be delighted to quote for your requirements.

word processors/publishing

Pen Pal V1.4	£79.95
Final Copy II V2.0	£99.95
Kindwords 3	£39.95
Wordworth V1.1	£109.95
Transwrite	£29.95
Prowrite 3.3	£79.95
Pagestream V2.2	£129.95
Professional PageV3.0	£129.95
Pagesetter II	£44.95
SoftClips Clip Art...	
Classic Clip Art	£29.95
People Clip Art	£29.95
Collectors Clip Art	£29.95
Animal Clip Art	£29.95
Electric Thesaurus	£29.95

integrated titles

Mini Office	£44.95
Gold Disk Office	£59.95

databases

Homebase	£19.95
Superbase 2 Personal	£29.95
Gallery Pictorial Slide Show/DB	£39.95

CAD & structured drawing

Intro CAD Plus	£79.95
X-CAD 3000	£269.95
Professional Draw 3	£89.95

video

Scala 500	£79.95
Scala Professional	£199.95
Broadcast Titler 2	£179.95
Pro Video Post	£169.95
Video Studio V3	£119.95

animation and graphics

Deluxe Paint 4	£64.95
Real 3D Professional Turbo	£249.95
Art Department Professional V2	£144.95
DCTV Composite Video 24-Bit Graphics System (PAL)	£379.95
Imagine 2.0	£189.95

utilities & development

Disk Master V2	£44.95
Quarterback V5	£44.95
Quarterback Tools	£54.95
Dos-2-Dos	£29.95
Easy Amos	£24.95
Amos The Creator	£36.95
Amos Compiler	£23.95
Amos 3D	£25.95
New SAS Lattice C V6	£219.95
Devpac 3	£54.95
Directory Opus	£27.95

miscellaneous

GB Route Plus	£39.95
Professional Calc	£124.95

games & entertainment

Phone for access to our massive competitively priced range now!

AMIGA + - x ÷ a b c software FOR EDUCATION

easy learning for all ages right up to GCSE 'A' standards

micro maths - to GCSE standards	£18.95
micro english - to GCSE standards	£18.95
micro french - to GCSE standards	£18.95
micro german - to GCSE standards	£18.95
primary maths - 3to12's	£18.95
mega maths - A level	£19.95
reading and writing course - over 3's	£18.95
compendium six	£29.95
fun school 4 software: choose - under 5's, 5to7's or 7to11's, only...	£19.95 each
ADI titles 11to12:	
english	£18.95
maths	£18.95
french	£18.95
ADI titles 12to13:	
english	£18.95
maths	£18.95
french	£18.95
first shapes - 3to8	£12.95
puzzle story book - 3to8	£19.95
dinosaur discovery kit - 3to8	£19.95
first letters and words - 3to8	£12.95

AMIGA BOOK shop
easy reading

Amiga for Beginners	£12.95
Getting the most from your Amiga	£13.95
Amiga Machine Language	£14.95
Amiga DOS inside and out	£21.95
Amiga Hardware reference manual	£21.95
Amiga C for beginners	£13.95
Other Books: ...call us with your requirements	

AMIGA accessories

sound & graphic DIGITISERS

Digiview Media Station	£134.95
Colour Pic Plus	£679.95
Super Pic	£579.95
Rombo Vidi 12	£89.95
Amas 2 Sound Sampler & Midi Interface inc.Microphone	£79.95
Audio Engineer Plus Sound Sampler	£179.95
Technosound Turbo Sound Sampler	£29.95

MUSIC

Miracle keyboard music teaching system for the Amiga	£299.95
Music X (full version 1.1 whilst stocks last)	£19.95
Midi interface 5 port with two cables	£24.95
Super JAM	£84.95
Bars & Pipes Professional	£219.95
Stereo Speakers with a separate power supply	£39.95

SCANNERS

Power Mono Hand Held Scanner	£98.95
Power Colour Hand Held Scanner	£239.95
Sharp JX 100 Colour Flatbed [A6 Paper size]	£549.95

genlocking devices

ProGen - Perfect high quality entry level true video signal genlock	£64.95
Rocgen Plus	£119.95
Multi connection cable kit for all genlocks	£14.95

AMIGA MICE

HQ Microswitched mouse	£13.95
HQ Microswitched mouse inc. Mouse Mat & Holder	£19.95
Naksha Microswitched mouse with Mat & Holder	£21.95
High Quality microswitched Optical mouse	£28.95
HQ Microswitched Trackball	£29.95
Superb Automatic Mouse and Joystick Switcher	£17.95

IBM PC emulators

KCS Powerboard Plus 512K RAM [Please state A500 or plus when ordering- not A600 compatible] Now supports most hard drives!	
supplied without DOS	£184.95
supplied with DOS 4.01	£214.95
1500/2000/3000 adaptor	£69.95
GVP 286 PC emulator card for A500 HD8/530 (no DOS). Simply plugs into your GVP drive	£189.95

monitor STANDS

Premier Control Centre & Monitor Plinth with shelf:	
For Amiga A500	£39.95
For Amiga A600	£34.95

JOY sticks

Zipstick autofire	£11.95
Competition Pro-Star autofire, burstfire & slow motion	£13.95

Full range of Quickjoy and other makes stocked - call for prices

BLANK DISKS

10 Sony 3.5" DS DD	£8.95
50 Sony 3.5" DS DD	£34.95
Certified Bulk Disks with labels:	
10 with library case	£6.95
50 Disks - only...	£24.95
250 Disks - only...	£79.95
3.5" Disk Head Cleaner essential for reliable loading	£2.95

GOLD SERVICE

COMPARE OUR GOLD SERVICE

Before you choose from whom to purchase, please phone us. We are always happy to discuss your requirements and answer any queries you may have. And.. remember Harwoods have always provided THE BESTservice in the industry...

FREE GOLD SERVICE: Any computer, monitor or printer - unless covered by In-Home Warranties - that requires service in the first year is collected FREE OF CHARGE (UK Mainland only). Remember at Harwoods we charge no more for this GOLD service. The fastest turnaround possible is GUARANTEED by our OWN SERVICE ENGINEERS.

TECHNICAL SUPPORT: You will be given our Exclusive Technical Support Phone Number to call should you require any help or advice on any aspect of the system you have purchased.

MINIMUM 12 MONTH HARDWARE WARRANTY: Items proving faulty within 30 days of purchase are replaced with NEW UNITS unless otherwise stated. For the guarantee period, warranty service will be completely FREE OF CHARGE [some items are 2 yr warranty].

YOUR SYSTEM READY TO GO: All main hardware products come with mains plugs and leads - just connect up and use straight away..

How to contact us...

BY PHONE: Phone our Order Hotline with your Access, Visa, Mastercard Switch or Lombard Creditcharge Card quoting number & expiry date (Most Dixons, Currys, NASCR and other 'store' cards are Lombard Creditcharge and are happily accepted by us).

BY POST: Make cheques, bankers building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS. (Personal/business cheques take 7days to clear from day of receipt whereupon your order will be despatched). Please send Name, Address, and most importantly if possible, a Daytime Telephone Number along with your order requirements. Please check you are ordering from our latest advertisement before posting (phone if you require confirmation). Please remember that for example many September publications appear during August, etc., therefore prices you see may have changed (either up or down!).

EXPORT: Most items are available at TAX FREE PRICES to non UK residents and service personnel. Please contact us for confirmation of export prices before ordering.

FREE DELIVERY: within 14 working days, UK Mainland only, OR: **SPEEDY COURIER SERVICE.** Add just £6.95 per major item for guaranteed next working day delivery [or £7.50 for Saturday delivery], UK Mainland most regions. (Despatch normally on day of order or payment clearance).

All listed prices are what YOU PAY, and there are NO HIDDEN EXTRAS. VAT and postage are included, and prices are correct at time of going to press (Pack details may vary from time to time). Offers and Services are subject to availability and to being the latest advertised products, packs and prices. Please note goods are not supplied on a trial basis. E&OE.

VISIT OUR SPACIOUS SHOWROOM:

Why not take a trip out to visit us and see our full advertised range, and more, available at the SAME COMPETITIVE PRICES. (Please see opening times) There's plenty of FREE parking nearby too!

How to find us...



BY RAIL - ALFRETON MAINLINE STATION IS CONVENIENTLY RIGHT IN OUR TOWN

OPENING TIMES
9.00 until 5.00 Monday to Saturday
Wednesdays - 9.00 until 1.00

GORDON HARWOOD Computers

Enquiries & Order Line:

0773 836781

Finance Facilities Available*

*Please phone us for information, your personal application pack and full written details.



GORDON HARWOOD COMPUTERS
DEPARTMENT CUA/H2, NEW STREET,
ALFRETON, DERBYSHIRE. DE5 7BP
TEL: 0773 836781 FAX: 0773 831040

The Closer you look, The Better we look.

**Finance Facilities Available, please contact us for your personal information pack.*

FIVE-STAR SOFTWARE

90p EACH

BELOW IS ONLY A SMALL LIST OF 1500 + DISKS

WIN
ACTION REPLAY
CARTIDGES MK 3
FREE ENTRY WITH EVERY ORDER.

ANY PACK ONLY £5.95 + FREE P & P

1 30 GAMES PK 1
2 30 GAMES PK 2
3 C64 + 70 GAME
48K SPECTRUM +40 ORIGINAL GAMES
6 COMP DISK UTILS
7 HOME BUSI PK 1
8 BUSINESS PK 2

GALMOUR
Y001 +SHOWERING GIRLS*
Y003 +BODYTALK (2 disks)
Y005 +PARTY GAMES
Y009 +MARIA WHITTAKER
Y024 +SABRINA SPECIAL
Y026 MADDONA THE EARLY DAYS
Y027 +PICTURE PUZZELS
Y029 +KATHY LLOYD*
Y030 +MEGA MAID*
Y031 +CALENDER GIRLS
Y032 +MAYFAIR
Y033 +UTOPIA (1 - 4) (4D)
Y039 +BODEAN MOVIES 2*
Y045 +GIRLS OF SPORT
Y046 BETTER LATEX THAN NEVER
Y048 +PLAYBOY
Y049 +PAGE 3 GIRL

EDUCATION
E001 +KIDS PAINT
E002 COLOUR IT
E003 +TREASURE SEARCH
E004 +LEARN & PLAY I
E005 +LEARN & PLAY II
E006 +SPAINSH TRANSLATOR
E007 +EDUCATION GRAPHICS
E008 +MR MEN
E009 +ASTROEY
E010 SIMON & SPACE MATHS
E011 +EDUCATION SET (6)
E019 +DINOSAURS
E020 WORLD DATADASE
E021 +STORY LAND II
E022 LANGUAGE TUTOR
E023 +TALKING COLOURING BOOK
E024 +EASY SPELL II
E025 +SCRABBLE
E026 +WORDS
E027 +OSWALD
E028 +ARIOCHS ASTROLOGY (2D)
E030 EVOLUTION
E031 IQ TEST + 10 GAMES
E033 +KEYCLICK II
E035 +CHESS HELPER
E036 BASIC TUDOR

FONTS
U300 + PAGESTREAM FONT 1 (6D)
U311 + PAGESTREAM FONT 11 (6D)
U320 + DELUXEPAINT FONT (4D)
U325 + FANCY FONTS
U327 + DYNAMITE FONTS
U330 + FONTS AND SURFACE
U331 + EXILE FONT
U342 + P-S C.G FONT (3D)
U343 +RIP FONT & LOGO
U347 + DELUXE PAINT SEXY FONTS

SAMPLES
U402 + SAMPLES ST 1 - 10 (100)
U411 + SOUND TRACKER (1 - 7) (7D)
U422 + NOISE TRACKER (1 - 3) (3D)
U435 + ST. INSTRUMENT BANK 1
U436 + ST. INSTRUMENT BANK 2
U437 + ST. INSTRUMENT BANK 3
U438 + ST. INSTRUMENT BANK 4
U450 + MEGA MODULES (1 - 6) (6D)

CLIPARTS
CA01 + CLIP-ART PACK 1 (100)
CA15 + PS CLIP-ART PACK 11
CA20 + PAGE-SRTEAM CLIP ART (3D)
CA24 + DISNEY CLIP ART
CA25 + VIDEO CLIP ART
CA26 + COMIC CLIPART
CA33 +CLIPART (3D)

DEMOS
D001 SPACE-ACE
D002 DRAGON LAIR II
D003 +ALPHA-OMEGA
D004 NORTHSTAR ACID DEMO
D005 +TURTLEMANIA
D007 EVIL DEAD (1mb)
D011 +MULTITASKING
D018 SINGING TOILETS
D022 +ASIA GHOSTWRITER
D031 RAY OF HOPE II
D032 +ADEX PREVIEWS I
D033 +PHENOMENA
D042 SIMPSONS MEGEDEMO
D045 +ALCATRAZ (3D)
D049 DARKNESS II
D050 PINK FLOYD THE WALL
D072 +BIRD OF PREYS
D070 ANACHY SYSTEM VIOLTION
D091 +STAR-WARS DEMO(2D)
D097 +ODDYSEE (5 A)
D105 ANARCHY DIGITAL INOV
D110 HARDWIRED (2 Disks A)
D114 DEATH-STAR MEGADEMO
D118 STAR-TREK MEGA DEMO
D120 1911 VOYAGE
D164 +CREATURE COMFORT DEMO
D144 +TOP SUN DEMO
D168 +SILENCE OF THE LAMB
D170 +TERMINATOR III DEMO
D172 CYPRUS EGO TRIP

MUSIC
M001 +BEASTY BOYS
M002 +MICHEAL JACKSON
M003 DO THE BARTMAN
M004 DAVID BOWIE
M005 +100 C64 TUNES
M006 +BAT-BANCE REMIXED
M007 PET SHOP BOYS
M009 ACID MEGA DEMO
M015 +DIGITAL CONCERT (2-6)
M020 +LAURAL AND HARDY (2D)
M025 +MONEY FOR NOTHING
M027 +BLUES HOUSE (2D)
M031 +BETTY BOO (2D)
M052 +IRON MAIDEN
M065 AMAZING TUNES (3D)
M076 +POPEYE
M077 HALLOWEEN (2D)
M082 +BEYOND 2000
M096 +PROGECT TECHNO (2D)
M131 AMIGA CHART III
M130 +TIFFANNY
M153 +X-MAG MUSIC COLLECTION
M154 +KYLIES A (2D)
M156 +CD PLAYER
M158 DOCTORING THE TARDIS
M171 +MADONNA (Virgin)
M175 +JANET-JACKSON

GAMES
G030 +AMOS GAMES
G039 +ATIC ATAC
G041 +BREAK OUT CON
G045 CAVE-RUNNER
G047 +CASTLE
G053 +GREY SLAYER
G056 +HUGO (2D) Brilliant
G059 JET-MAN
G061 +STARTREK (3D)
G071 QUIK AND SILVA
G077 +JEOPARDS
G078 +MIDDLE EAST MADNESS
G081 STAR-TREKING
G092 THE SIMSONS
G093 +DOWNHILL CHALLENGE
G094 +RETURN TO EARTH
G096 +POPEYE
G099 +MAYHEM
G100 WIZZY QUEST
G102 +PIPELINES
G106 +DRAGONTILES
G112 CUBULUS
G138 +PETER QUEST
G145 +AMOS COIN DROP
G163 SKATE-TRIBE
G171 +AMIGA GAME PK 2
G172 +DUNGEONS OF DURIAN
G190 +ICE RUNNER
G195 WHEEL OF FORTUNE
G196 +METEOR
G197 WACKO JR IN WONDER
G215 +SCRUM HATERS
G217 +CRAZY SUE
G218 LAZER-ZONE
G225 +ROME
G223 +DRAGON-CAVE
G240 +QUADRIX
G249 WREX (brilliant)
G252 +SUPER PAC 92
G250 +ALIEN NET WORK
G269 +MENTAL IMAGES (2D)
G272 TANK BATTLE
G274 MR DUG
G304 +GRAND PRIX SIMULTOR
G306 BOULDERDASH (ORGINAL)
G308 LEMMINGOIDS
G309 +E-TYPE
G311 SPIDER-MAN
G313 +MEGATRON
G316 +GALATIC
G320 +GHOST-SHIP
G326 +MEGA GAME COLLECTION
G329 MADONNA NUDE PUZZLE
G330 +TOP SECRET
G331 GRAVITY
G334 +DONKEY KONG
G335 +CRAZY SUE 11
G338 + MANIC MINER

ANIMATIONS
A001 +WALKER 1&2 (2D)
A004 +PORKY PIG (1MB)
A005 +FILLET THE FISH
A007 +FRANKLIN THE FLY
A008 +TRON (1MB) (2)
A010 SCULPT ANIMATION 1
A012 +ROTATING WOMAN
A013 +SPACE-PROBE
A014 IRAQ DEMO
A018 +MAN IN THE MIRROR
A022 LUXO TEENAGERS (1MB)
A025 +COOL COUGAR (1MB)
A032 BLOODSPORTS II (1mb)
A035 +THE FROG ANIMATION
A041 +REAL THINGS-BIRD 1&2
A049 BUSY BEE (1mb)
A053 +STEALTHY II
A054 +THE RUN (1MB)
A056 +JUGGETTE II (1MB)
A059 +POGO (1mb) (w/b II)
A066 +DBW RENDER (1mb)
A070 +DONALD DUCK
A071 +SPLODONGE
A072 +LIFE A BITCH (18)
A073 +ITS MENTAL III
A106 SPACE ANIMATION
A108 +ANOTHER-WORLD 1&2 (2D)
A129 CHOAS ROCK
A131 OPTIMUN PRESSURE CRISIS
A138 +KYLIES (2)
A150 +MADONNA SLIDESHOW
A151 +TOP GUN
A152 DO THE BART MAN
A153 +GULF TRIBUTE
A154 THUNDERBIRDS
A155 +ROCK ALBUM
A154 +WATER-SHIP DOWN
A158 GARFIELD slideshow
A170 EVIL DEAD II (2D)
A173 +HELL RAISER II Slideshow
A174 +FANTASY SLIDE SHOW I
A176 FRAXION FUTURE SHOW
A177 +YABBA DABBA DO SS
A178 +KIM WILDE SLIDESHOW
A185 +TOTAL RECALL
A187 +PERIL OF THE DEEP (2D)
A190 TERMINATOR II (2D)
A195 REAL 3D (2D)
A200 +MARS-FLIGHTS
A202 + FRACTAL ANIMATIONS
A206 +NEW LEMMINGS
A208 THE LADY AN THE TRAMP
A215 +MADONNA SLIDE SHOW
A226 +NEW VIZ SLIDE SHOW
A228 DOCTOR WHO SLIDE SHOW
A230 +TOO MUCH 3D
A231 +AILIENS SLIDE SHOW
A232 +THE BEACH FIGHT 1 & 11

UTILITIES
U330 WORK-BENCH 2.4 EMULATORS
U001 +A-GENE (1mb)
U002 +AMIGA SYSTEM TESTER
U022 BOOT BLOCK UTIL
U023 +BANKING
U024 +D-LOCKS
U029 CAN DO (1mb) Lanuage
U030 COLOUR VISION
U037 CHECK BOOK ACCOUNTANTS 2
U058 +DISK MAG CREATOR
U059 +DISK-SALVAGE 1.4
U069 +FLEXI BASE
U071 GAMES MUSIC CREATOR
U075 +HARDWARES KNOW HOW
U091 +MED 2.1
U094 MASTER VIRUS KILLER 1&2
U101 +DATA BASE WORKSHOP (2D)
U112 +TEXT-ENGINE
U128 BUSINESS CARD MAKER
U144 +AMIGA FOX D.T.P
U145 +XCOPY PROFFESIONAL
U146 C-MANUAL
U150 +WORK-BENCH HACKS
U160 +600 BUSINESS LETTER
U162 SUPER-C
U170 +BIORHYTHMS V4.01
U186 +ULTIMATED DISK CREATOR
U191 +SID II
U195 +AMIBASE-PRO II
U198 +SCRENERY- fractal sania
U220 +AMOS-PAINT
U222 +GRAPHIC UTILITY 1 (3D)
U225 AUDIO SOUND TOOL
U226 50+ MOST USE UTIL
U229 +SLIDE SHOW CONSTRUCTION KIT
U231 +THE GAME TAMER
U237 8 CHANNEL SOUND TRACER
U242 +IMPLODER 4.0
U250 +VIDEO TOOL (3D)
U254 +FRACTAL UTIL
U257 DISK CRUNCH Compliation
U280 SUPER TEX (Modes Software)
U281 +PEQUBES WORKBENCH HACKS
U282 +LAND BUILDER
U284 +COPY & CRACK TOOLS
U285 WINDOW-BENCH (2D)
U287 +P.C.Q PASCAL lanuage. (2D)
U289 +DOS 2 PRINTER UTILITY
U290 +HANDLEBOT EXPLORER + slideshow
U291 PRO DEMO MAKER proffessional
U292 START UP UTILITY
U293 +SOUND WORKSHOP (2D)
U295 MIDI MADNESS
U297 +VISICALC
U300 +MESSY SID 11
U301 +AUTO DISK LOGGER
U302 SPACE-WRITER
U311 +POWER LOGO LANGUAGE

101 GAMES 101 MEGA DEMOS
PRICES ONLY £15.95 + FREE P&P
BUY BOTH FOR £15 + FREE P&P

RS DEMO MAKER 1 & 2
(9 DISKS) COMPLETE R.S.D COLLECTIONS £9 + FREE P & P

T-BAG & FRED FISH COLLECTIONS

FREE GAMES ON CATALOGUES DISKS
REVENGE OF THE MUTANTS CAMEL
SEND 60p OR 3 FIRST CLASS STAMP ONLY
FOR THE LATEST DISKS CATALOGUES

ALSO ON CATALOGUE DISK
1500 + DISK REVIEW
LATEST VIRUS KILLER
GENLOCK STYLE WB MENU
PRINTED ORDER FORM

(+) = A500/600 COMPATABLE
ALL ORDERS SAME DAY DESPATCH
ORDERS OVERSEAS WELCOME
ADDED 25p PER DISK (EUROPE)
50p WORLD WIDE (2D) = 2 DISKS

90p per Disk Please add 60p for P&P
CHEQUES or P.O PAYABLE TO: FIVE - STAR PD

**(DEPT CU2)
48 NEMESIA
AMINGTON
TAMWORTH
B77-4EL
ENGLAND
TEL: 0827 - 68496**

CPPD AMIGA 500 500+ & A600
PUBLIC DOMAIN SOFTWARE.

EVERY DISK FULLY COMPATIBLE AND VIRUS FREE. OFFERING THE MOST FRIENDLY & RELIABLE SERVICE AVAILABLE TO ALL AMIGA USERS. JUST A SMALL SELECTION OF DISKS AVAILABLE.

CPPD UTILITIES-12 DISKS ★ WORKBENCH 2 UTILITIES-10 DISKS ★ NU(GAME) GELIGNITE FONTS-3 DISKS ★ COLOUR LABEL DESIGNER ★ LEMMINGOIDS ★ EDWORD V2.2 ★ MED 3.21 ★LLAMATRON ★ E TYPE ★ PROTRACKER V2.00 ★ PLASMUTEX 91 ★ WWF WRESTLERS SLIDESHOW ★ SEALANCE ★ ST BASH V3.00 ★ WALKER 1+2 ANIMATIONS ★ AT THE MOVIES 1+2 ★ IMPACT OPERATION VARK ★ RAZOR 1911 VOYAGE DEMO ★ TEXT ENGINE V3.00 ★ CPPD CLASSIC UTILITIES VOL.1 ★ SLIDESHOW MAKER ★ DEAD ALIEN REMIX ★ SILENTS BLUESHOUSE-2 DISKS ★ WINDOWBENCH 2 -2 DISKS ★ KIDS PAINT ★ C DESIGNERS SET 6-DISKS ★ TREASURE HUNT ★

**FOR A FREE CATALOGUE CALL CHRIS ON 0283 516736.
7 DAYS A WEEK 9AM - 10PM.
3 DUNEDIN CRESCENT, WINSHILL,
BURTON-ON-TRENT, STAFFS.**



MCPD
100% AMIGA

ALL SINGING, ALL DANCING P.D. SOFTWARE

UTILITIES
MCU13 Med V3.21 +
MCU27 C-Light Ray Tracer +
MCU75 TextPlus V3.0 +
MCU99 Super slideshow maker +
MCU100 Cyclops V.1 +
MCU101 (A&B) Benchmaster

SLIDESHOWS
MCSS6 The Prisoner +
MCSS10 Thunderbirds +
MCSS25 Aliens +
MCSS37 Terminator 2 (+ only)
MCSS38 (A&B) Trek:TNG - Best of both worlds Prt 1.
MCSS39 Marvel Slideshow +

DEMO'S & ANIM'S
MCD24 Gymnast Anim*+
MCD 31 Batman the movie Anim
MCD43 Agatron #10 *+
MCD63 (A&B) Anti-Lemmin Demo **
MCD89 Rockin' Robot Anim *+

GAMES
MCG10 Legotris
MCG15 Llamatron
MCG19 Quick & Silva *
MCG39 Megaball +
MCG48 Numpty & Alien Invdrs +
MCG61 Lemmingoids
MCG98 E-Type
MCG199 Dr Mario

* = 1-Meg. + = WB2 compatible If you can't see the Disks you want just give us a call!

MCPD, 6 Colchester Road, Prittlewell, Southend-on-Sea, Essex SS2 6HP, England.

TEL: (0702) 351941

Ans. Phone after biz. hrs. We are open from 9.30am till 5.30pm, Mon - Fri. 10.00am till 4.00pm Saturday.

MCPD
Catalogue Disk £1.00
Disk Prices: 1-9 @ £1.30 each
10+ @ £1.00 each
Foreign orders add 50p
Postage Free within the EEC!!!

WACK PD

Unit 3.6 New Exchange Buildings, Queen`s Sqaure, Middlesbrough,Cleveland TS2 1AA. Tel : 0642 246548

Demos
Aabsolute +
Bronx Megadmo 2 +
Burning Spear +
Cat Computer Club +
Hardwired (2)
In The Kitchen +
Melon Bomb +
Multica +
Particile Dreams +
Piece Of Mind
SOS +
Sunstone (2) +
Voyage +

Music
Alistar Brimble Music
Black Energy +
Bruno's Music Box 2 +
Bruno's Music Box 3 (2) +
Cubecreations
Cyanide Rave Music 1 +
Digital Disco
DJ Innovator Music Disk 1
Jesterday
Jiggle It
Kefrens Multimix 2 +
Legalise It +
Manic Raves 2 (4)
Rave Visions +
Robbed Ripped Music 1 +
Rolling (2) +
Stay +
Techno Tower
Techno Warrior
The Long Dark Teatime (4)
Total Kaos (2)

Utilities
A500 + Emulator
Assasains Print Utils +
Fractal Genarators +
GCSE Maths +
Icon Master
Killing Disaster +
Language Tutors +
Magnum Disk Mag Creator +
Med 3.2 +
Opti Comms 2 +
Printer Drivers +
Sid 2 +
Text Engine V3.0 +
Wack PD Utility Disk +
World Data Bank +

Animation
Agatron Anims 2-35 (Call) +
Amy V Walker +
At The Movies 2 (4) +
Batman +
Battle Chess Anims +
Cruise For A Corpse +
Education Of Cool Cougar +
Jet Anim +
Lines
Magician Version 2 +
Nakkiisormi Rulez III
Porky Pig +
Real Pinball +
Scanners Horror Anims (2) +
Sculpt Anims +
Station At Khera +
Stealthy Anims 2 +
Vietnam Conflict +

Slideshows
Agatron Slides 2-13 (Call) +
Akira Slides +
Chris Hill '91 Slides +
Creepshow Slides 1
Creepshow Slides 2 +
Grusel Slides 4 +
Grusel Slides 7 +
Hellraiser
Mueseum +
Sun Connection Slides 1
Sun Connection Slides 2 +

Games
Airmania +
Bionix 2 +
Chaos Engin Preview +
Cyanide Games Pack 1 +
Diplomacy +
Lemmings Levels +
Lotus 1.5! Preview! +
Moria 3.0 +
New Year Lemmings 1992 +
Streetfighter 2 Preview! Hot! +
TSP Games Packs 2-5 (Call) +
Twintris

Disk Magazines
Grapevine 9 (2) +
Grapevine 10 (3) +
Grapevine 11 (2) +
Grapevine 12 (3) +
Grapevine 13 - soon!

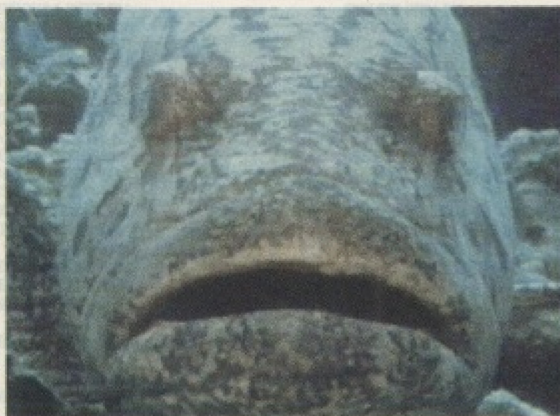
Call for latest titles!!!!

All disks £1:25. Please add 80p p&p per order. Catalogue disk £1:00.
Make cheques/postal orders payable to : "WACK"
If you have any good quality PD that`s not in our collection then please get in touch!

PDSCENE

Tony Horgan dips a mug into the punchbowl that is the Public Domain, and sorts out the lemon peel from the tequila. Or something like that.





SOMETHING FISHY

slideshow

Have you ever hitched a lift on the back of a whale, or fed oven-ready chicken to a rampant shark? No, I didn't think so. Never mind, because you can get a taste of what it would be like with the Celtic Warrior's Something Fishy slideshow.

If you like your fish big and nasty, you'll love this. The two disks contain some superb shots of the biggest, ugliest fish you've ever seen, and quite a few you haven't. Although the digitising isn't brilliant, the pictures themselves are pretty stunning, with divers swimming alongside enormous whales, sharks bearing their razor-sharp gnashers, and all manner of other gruesome fishy creatures. Most of them are wild, but a few pictures at the end are of whales and dolphins in theme parks. Definitely one of the better slideshows of late.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, WF1 1DH. Tel: 0924 366982. Disk no. 2132 a+b. Price £3.00 (including P+P).

85%

OLD BULLS

demo

Ooh, the anticipation! There's nothing a demo coding team likes more than a massive drawn-out intro, which promises the Earth but demands you sit through 10 minutes of slow-scrolling hellos and details on why their bob vector sinus routine is better than anyone else's. It's an understandable attitude, as a lot of time goes into the creation of a decent demo, but the coders should realise they're doing themselves no favours boring us all to death with their tales of shandy drinking at the last copy party.

The Old Bulls demo spares us the shandy yarns, but is guilty on all the other counts. It begins with a very cleanly digitised piece of fantasy artwork, featuring a raging bull; hence the title I suppose. A brief tour around a 3D vector world, very much in the style of the Trip To Mars demo, is followed by another digitised pic – this time it's of a load of crushed drink cans. This is followed by some unremarkable vector routines, and then... the climax? No, that's it. Just when you thought something wonderful was going to make it all worthwhile, up come the credits. What a let down.

Available from: NBS, 1 Chain Lane, Newport, I.O.W. PO33 2QQ. Disk No. D792. Price: £2.00 (including P+P).

41%





What digitised pics of a fantasy bull and soft drink cans have got to do with each other is really beyond me. Still, they look very pretty.

FILLING THE MACHINE

demo

Demos aren't often known for their side-splitting sense of humour. Your average joke in a scroll-text is about as funny as, well, something not very funny. Anyway, this one from Vark is the best comedy demo I've seen for a long while.

It's a slideshow comic strip, a parody of that irritating Nat West Bank advert. You know the one: zit-covered school-leaver starts a job at the bank, and goes on about the cashpoint machine being 'just like a photocopier really, except the paper's more expensive!'. Yeah, and except it doesn't do photocopies. And we're supposed to trust these people with our money?

The line: 'I always put plenty in, 'cos I know I'll be on the other side come Saturday night!' is illustrated with a picture of said spotty school-leaver taking a baseball bat to the cashpoint, while his mate throws up his take-away. Definitely worth a brief look.



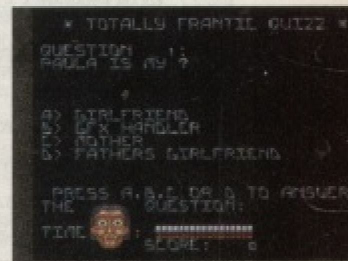
Available from: Virus Free PD, 31 Faringdon Road, Swindon, Wiltshire. Tel: 0793 512321. Disk no. 2878. Price £3.00 (including P+P).

90%

TOTALLY FRANTIC QUIZ

game

This is one sad demo. The format is a cross between a mega-demo and a pub quiz machine, except that instead of asking you questions like 'In which year was the FA Cup first contested?', it poses: 'What happens if you put $4FB2 in address $240000?'. and bob sinus-scroll routines. Note to programmer: get a life.



Available from: Diskovery PD, 108 The Avenue, Clayton, Bradford, W Yorks, BD14 6SJ. Tel: 0274 880066. Disk no. G154. Price £1.85 (including P+P).

20%



BRAIN SNATCHERS
demo

Brain Snatchers is one of those demos that seems to be all intro and no demo. Via a sequence of animations and various other effects it attempts to tell the story of a man born with an unusually large brain. A deranged brain collector takes an interest in his grey matter, and plots to add it to his cranarium. The strange thing is, just when it's getting somewhere, it ends. The only section of any note is the rock track, which is synchronised with an animated band.

Available from: Diskovery PD, 108 The Avenue, Clayton, Bradford, W Yorks. Tel: 0274 880066. Disk no. D360. Price £1.85 (including P+P).

68%



WORLD OF TECHNO
music demo

It's techno time again. The seven tracks are more original than most of the stuff that's doing the rounds at the moment, but they fall somewhere between 'real' techno and 'demo' techno, if you know what I mean. There's nothing in the way of whirligig bobs or plasma, but instead you get a mock computer-console, with monitors displaying info on the tracks, and there's also a couple of oscilloscopes.

The tunes themselves take a while to get going, and they're a bit short on hooks. Even so, they're all neatly sampled and well sequenced.

Available from: Diskovery PD, 108 The Avenue, Clayton, Bradford, W Yorks, BD14 6SJ. Tel: 0274 880066. Disk no. M243. Price £1.85 (including P+P).

70%

ALL GUNS BLAZING
game

There are some people who run a mile from anything written in *AMOS*. Although some fun games can be written with it, most are too ambitious, and end up looking rather pathetic alongside their commercial counterparts. Unfortunately, All Guns Blazing is another of those over-ambitious attempts at an arcade game.

In the style of *Nitro* and *Supercars II*, it's a race game for two-players. The tracks scroll rather jerkily through a couple of tiny windows. Because there's no sense of speed or momentum, it never really feels like you're driving a car, and the dodgy collision detection only heightens the frustration. Far from the best example of an *AMOS* game.

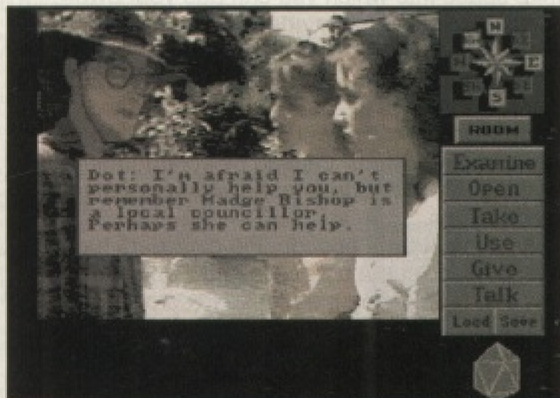
Available from: NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA. Tel: 0983 529 594. Disk no.CLG001. Licenceware, price £3.50.

40%

NEIGHBOURS
adventure game

If you've ever wanted to take a stroll 'round Ramsey Street, here's your chance. Nasty old Paul Robinson has decided to sell off the street, which has got the residents rather peeved. Your job is to put a stop to his fiendish plans.

I was dreading a text-only game, but was pleasantly surprised to find that it's more like one of those CD-ROM Multimedia things. Each location has a full-screen digitised picture of the scene. All the adventuring is carried out via a strip of icons, used for examining, taking objects, talking to people and so on. I couldn't track down Lucy though – shame.



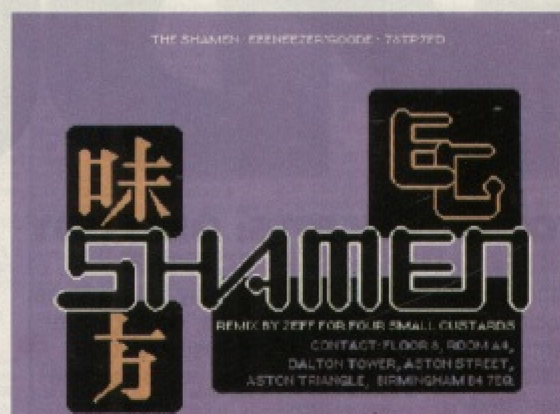


As adventures go, it's pretty simple, but quite a laugh all the same. I can't wait for the follow-ups: Prisoner, Young Doctors, Home and Away...

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, WF1 1DH. Tel: 0924 366982. Disk no. 2250 a+b. Price £3.00 (including P+P).

78%

EBENEEZER GOODE REMIX
music demo



I had high hopes for this mix from Four Small Custards, after hearing good reports of their previous releases. All seems to be going well, as the track kicks in with some chugging beats and a nice bassline. A few drum fills later, you're primed for the arrival of the 'Es are good' riff. Suddenly, tragedy strikes, as the aforementioned riff comes squeaking out of the speaker like a strangled duck.

As if that wasn't bad enough, you're then assaulted by what I imagine is the Custards singing the chorus themselves! Despite some good supporting samples, the track never recovers. Approach it as a comedy demo, and you'll have a barrel of laughs.

(Plus only). Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, WF1 1DH. Tel: 0924 366982. Disk no. 2239. Price £1.75 (including P+P).

30%

ULTIMATE DANCE
music demo



This makes a nice change: a decent music demo that isn't a raver. It opens with a promising house track with a good long vocal sample, backed by some nice piano and bass rhythms. It gets a bit repetitive eventually, but a bit of patience takes you through to the subsequent tracks, which follow on in a similar style. The highlight is a decent remix of Moby's Go, complete with chords nicked from Twin Peaks.

Overall sample quality is very good, and it all gets quite catchy after a while. It veers into the realm of traditional demo music occasionally, but it survives nonetheless.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, WF1 1DH. Tel: 0924 366982. Disk no. 2253. Price £1.75

84%

PUBLIC DOMAIN PD UTILITIES

Mat Broomfield takes a close look at the very best PD and Shareware utilities to be released this month.

TOTAL CONCEPTS: GEOLOGY
ENTERTAINMENT/EDUCATION

Although the subject of Geology may hold no great fascination for you, Total Concepts: Geology presents the subject in such an accessible and contemporary format that it's hard not to become interested.

As with previous Total Concepts (TC) titles the program offers you two types of information: pictorial and textual. When you load it you'll be presented with two menus and a picture button. At the right of the screen, the Index menu provides information about the various elements of the program (menus, pictures, printer drivers, etc.). Simply click on a title, and appropriate text will appear explaining how to use the program.

Below this menu, the picture button provides a list of the 43 pictures which accompany the program. These include annotated maps and earth movement diagrams, as well as copious numbers of digitised pictures. On this point, I must say that the programmer seems to be getting to grips with his digitiser because the general quality is very good.

The pictures can be viewed by clicking on the desired title, but they're far more relevant if viewed while perusing the main text.

So, on to the heart of the program – the text files. The text index occupies the entire left-hand half of the screen and contains 63 subject headings split between nine 'chapters'. These chapters cover the solar origins of the Earth, plate tectonics, minerals, volcanos, surface processes (erosion, sedimentation, etc.) and igneous, pyroclastic, sedimentary and metamorphic rocks.

As an entertainment or reference work, you can dive into the 'book' at any chapter, but if you prefer a more methodical (and educational) approach, you may prefer to start at the beginning and work your way through it. It is as a reference work that this disk really shines.

Periodically, the text is punctuated by picture buttons, and clicking one of these will display a picture appropriate to the current text.

Key words in the text are highlighted in yellow or white, and this can be useful when one is scanning it for a particular reference, perhaps as part of a revision study.

The text is both authoritative and highly readable, with none of the stodginess found in more formal text books. In fact, the content is so complete that this program could easily form part of a GCSE study course, and it would be a real shame if teachers didn't take account of this possibility.

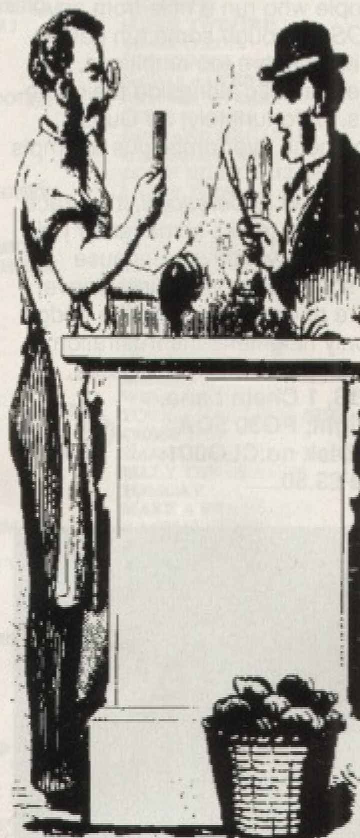


We've had the *Fun School* series aimed at younger children, now at last teenagers have access to educational programs that are every bit as stimulating and worthwhile. Parents take note!

Disk No. CLE02. Licenceware from: Blitterchips, PO Box 64, Keighley, BD21 4NB. Tel: 0535 667469. Price: £4.50 inc. P&P (two disks). Compatibility: All Amigas. Memory: 512k.

84%

AMIGA PRO CLIP ART
BANNERS – CLIP ART



Clip art is always popular among arty and DTP types, and because it's so easy to create there is a proliferation of it on the Amiga. However, most of it is incredibly poor quality. Fortunately this is one disk of clip art that doesn't fall into that category. You probably won't have seen much stuff like this, because the quality and subject matter are really outstanding.

It's been lovingly created by Essex Computer Systems, who specialise in in this type of monochrome woodcut-style clip art. This disk contains 14 images that are perfect for use as signs and banners. Each hi-res bit-mapped picture has at least one area of white space into which you can add your own message, and there's a good variety of Victorian style images to choose from.

The pictures are generally many times larger than the screen. This means that the printed image will not suffer from the jaggies (rough edges or pixel 'steps' caused by enlargement) to anything like the degree found with usual standard sized images.

As if that wasn't enough, the compilers have thought to include a nifty slide show that lets you view each clip, using the mouse to scroll around the entire picture.

This is one disk chock full of truly impressive clip art!

Disk No. Banners 1. From: Essex Computer Systems, 118 Middle Crockerford, Basildon, Essex, SS16 4JA. Price: £1.50. Compatibility: All Amigas. Memory: 512k.

88%

SCRAM 500
DIY 8 MEG RAM UPGRADE AND SCSI CONTROLLER

Hardware projects seem to be becoming increasingly popular these days, but this is the first time I've ever come across such a high-tech or cost saving project.

The disk contains comprehensive assembly instructions, HPGL compatible plotter files of the circuit boards, IFF screens of the board in various states of assembly and various supplementary text files.



The actual project results in an external 8Mb RAM board with eight-bit SCSI interface for either the A500 or 1000 computers. By purchasing the components directly from the project's author it's possible to construct the entire thing (complete with 8Mbs of RAM) for about £150. You'd have trouble buying the RAM chips for that little in England.

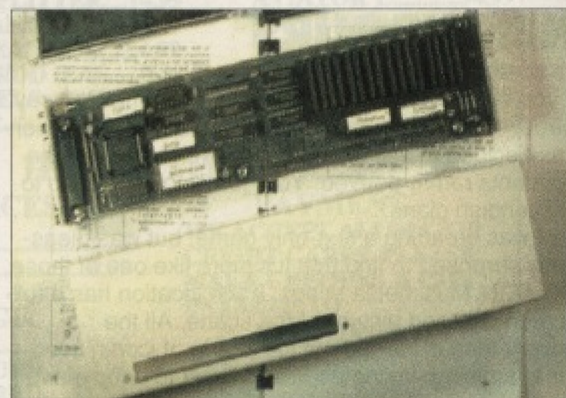
Although the board design is quite complex, the instructions are concise, and with care any hobbyist-level electronics buff should have no trouble putting it together. But then that's the beauty of making such a project Shareware, you can buy the instructions for next to nothing to see if you think that you could follow them. If you're not intimidated, then you can go ahead and buy the components.

The only slight fly in the ointment is the fact that the parts have to be ordered from Australia, which may make you feel uneasy. However, you can order by credit card if you prefer.

Incidentally, with the author's prior consent, you can actually manufacture these devices and sell them commercially if you so desire, so any budding businessmen out there take note.

The designer tells us that his next release will be a complimentary 68030 accelerator, which will be very interesting indeed.

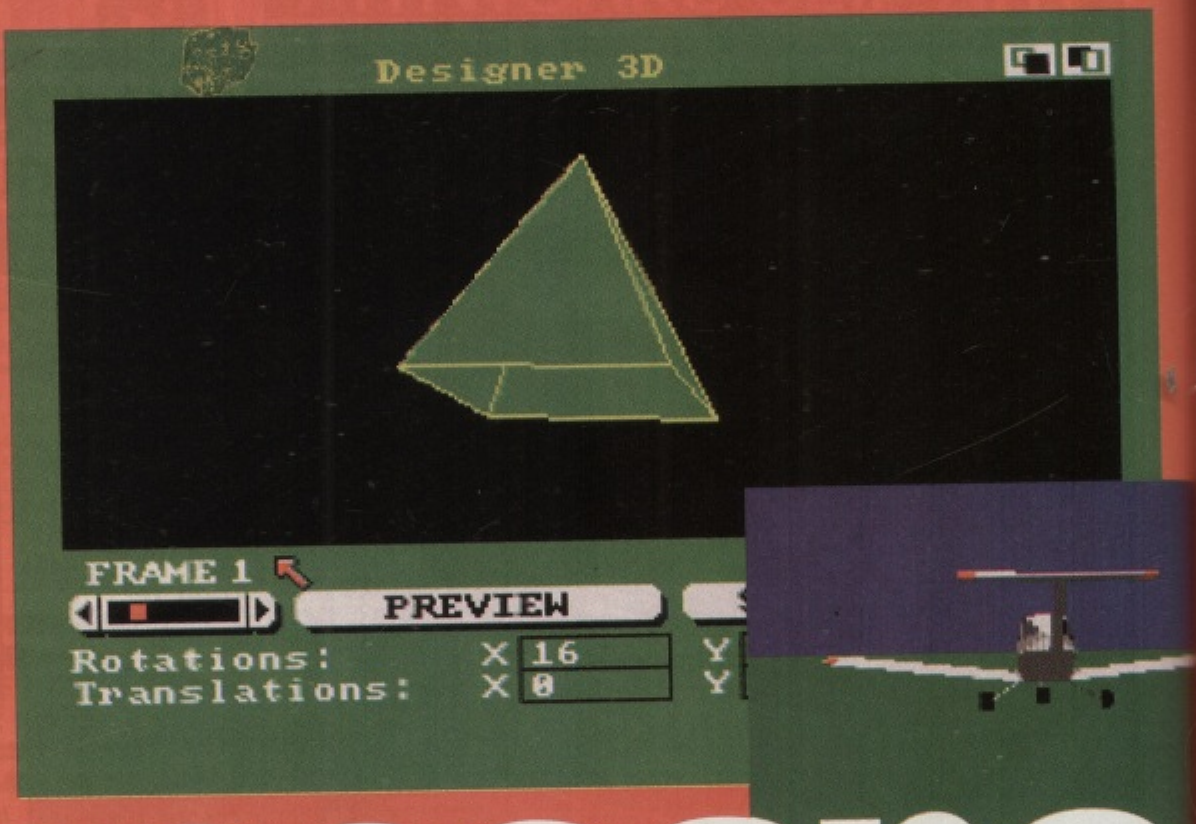
If you want to save money, or you like to DIY, check this disk out.



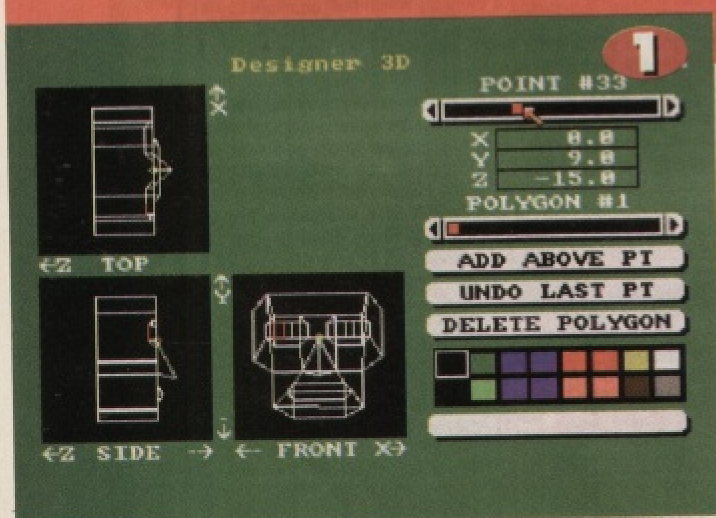
Disk ID: Fred Fish 698. Available from: Seventeen Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire, WF1 1DH. Tel: 0924 366982. Price: £1.60 inc. P&P. Compatibility: A500 and 1000 only. Memory:512k.

80%

Last month we gave away *Videoscape 3D* on our coverdisk. We covered how to load and run one of the demo animations. This time we'll look at how you can create your own scenes and objects, and combine them in original animations.



Videoscape



All animations begin with the ROT editor. It's here that you should first get acquainted with the theories of modelling 3D objects via three 2 dimensional views. Mess around with the robot head to get the hang of how objects are made up.

GETTING STARTED

The first thing to be done, before you start animating, is to create some objects. This isn't done in the main *Videoscape 3D* program, but in the support module called ROT. This runs completely independently of the *Videoscape* program, and so long as you have enough memory available, you can run both simultaneously. To load ROT, double click on its icon in the *Videoscape* disk window.

When ROT first loads, there's nothing in any of the three object windows. Just to get some idea of how the whole thing works, select 'LOAD ROT OBJECT' from the menu. Load the file named 'ROBOTHEAD' from the objects disk. The three boxes will now be taken up by top, front and side elevations of the robothead. Drag the top slider marked 'POINT NO.', and you'll see the current active point move around the object. Do the same with the lower slider, and you'll notice it cycles through the various polygons in the object. Once you've messed around with that for a while, you can have a go at creating a new object.

STARTING FROM SCRATCH

ROT contains three views of the object. You can click in any view to start drawing. As you move the point in one view, you will see its movements reflected in the other two views. ROT allows for placement of up to 98 points in up to 98 polygons.

The program begins with point no. 1 at the origin (the centre of each view). Selecting the right arrow in the POINT slider produces more points, always positioned at the origin until you move them – they will remain invisible if you never do. You can choose a point to move by clicking the arrows or dragging the slider. For example, if no. 5 is the current point, you can drag the slider to the left to make no. 1 the current point. The current point is highlighted in all three views.

To see how the views fit together, imagine folding the TOP and FRONT views away from you until their edges touch. You end up with a half-cube that surrounds your object. When rotated, the object is moved around the centre of this cube.

To change the current point's co-ordinates, click in a view. Two of its co-ordinates will be changed so that it ends up at the cursor's location. Drag the point to its new position while holding down the Selection button. Which co-ordinates are changed depends on the view in which you click. For example, the FRONT view changes the X and Y co-ordinates. By clicking in at least two views you can position the point where you want it in all three dimensions. Sometimes two points will appear to be right on top of one another in a particular view. Carefully check all three views to make sure the point selected is really the one you want to modify.

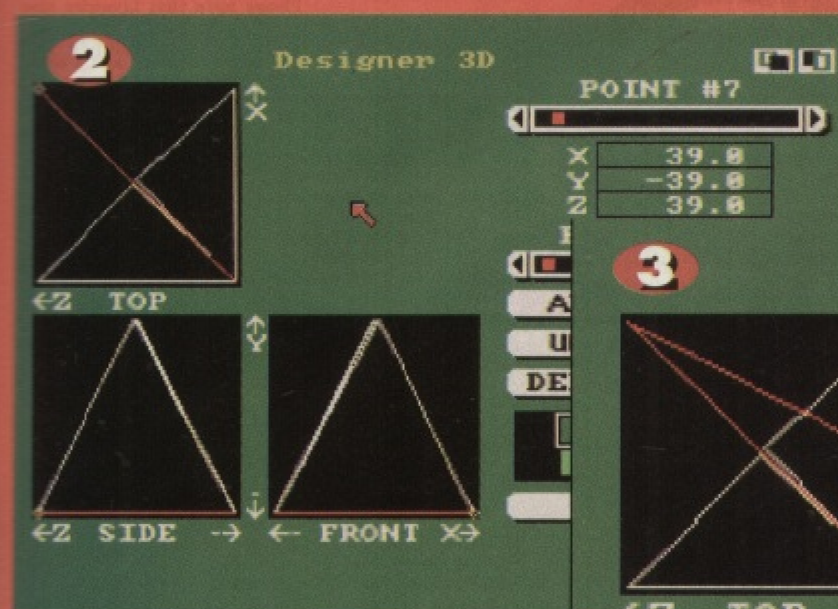
MAKE YOUR POINT

Below the point slider are the current point's co-ordinates. You can change these by typing in the value you want. To do this, click on the far left character of the co-ordinate you want to change, and press DEL until the numbers have been erased. Type a new co-ordinate (you may have to backspace first to make room) and press RETURN. The preset range of possible co-ordinate values is 39.0 to -39.0.

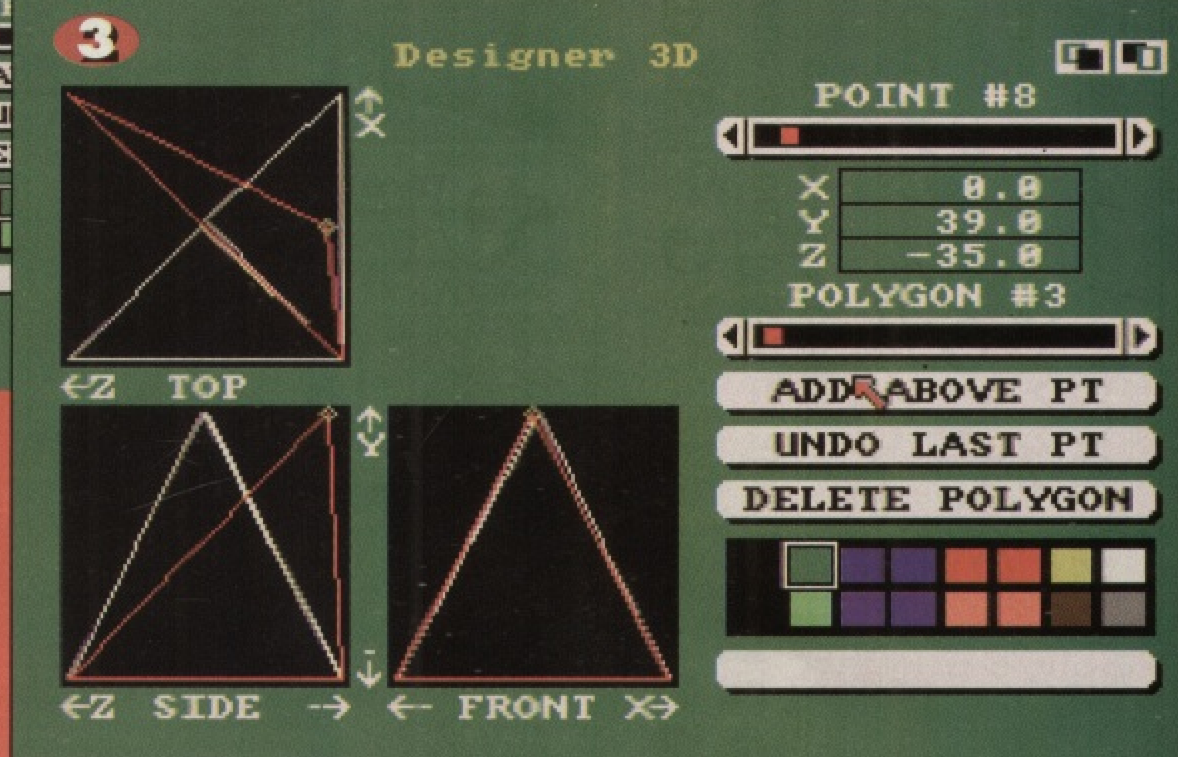
You can change the co-ordinate range with the scaling factor. This is used primarily with *Videoscape 3D* objects to ensure that objects sharing a scene will have the correct relative size. To change the scaling factor, choose SET CO-ORDINATE SCALING FACTOR from the OBJECT menu, and a requester will appear. Erase the scale factor, enter a new one and press RETURN. The factors can range from 0.1 (10%) to 20.0. The new co-ordinate range is displayed by CO-ORD LIMITS. Select DO IT! and you will see the co-ordinates change to reflect the new scaling factor. The co-ordinates can only be whole number multiples of the scaling factor. For example, if your scaling factor is 10.0, and you change the X co-ordinate to 254.0, it will be rounded down to 250.0.

CREATING POLYGONS

The POLYGON slider lets you choose the current polygon to be edited. Theoretically, the polygons already exist – you just need to add the points which determine the vertices. To do this, select the proper point with the POINT slider, then select the ADD ABOVE POINT button. A polygon must have



Next you can try making some of your own objects. Keep it simple for starters. It may look rather pathetic, but your first cube or pyramid will take a lot less sweat and tears to create than a model of Saint Paul's Cathedral. Get too ambitious before you're ready and you're likely to chuck it all in and never come back to it.



3D

Your object will be made up of many points, and it's down to you to tell the software how to join them together. Only six consecutive points can be joined, but even these must be strung together in the right order if your creation is to take shape properly. After each point, move the point slider to the right, and click on 'add point'. The two will then be joined. Continue this until you've made a complete 'face'. Then move on to the next 'face' by shifting the polygon slider one step to the right.

at least three vertices, but no more than six. The edges of the currently selected polygon are highlighted in red.

The order in which you select the vertices is important. Go in one direction around the outside of the polygon. If you see the red edges crossing, you'll know the points are out of order. Select UNDO LAST POINT to back up through the vertex list until the problem disappears. To get rid of all vertices, select the DELETE POLYGON button.

Down at the bottom of the screen is a colour palette. The highlighted colour will be used to fill the current polygon. To change it, click on the colour you want. There are two palettes, one for *Videoscape 3D* objects, and another for ROT objects. When you are creating an object for later use in *Videoscape 3D*, you must select colours from the *Videoscape 3D* palette. Look under the OBJECT menu and make sure the USE VIDEOSCAPE 3D PALETTE is ticked.

There are eight ROT-type palettes. Cycle through them by selecting the CHANGE SHADES button. This is only visible when the USE VIDEOSCAPE 3D PALETTE menu item is not ticked. The three views of your object have their X, Y and Z axes labelled. The arrows by each letter point in the positive direction along each axis. Click on an arrow to shift the whole object in that direction. Three of the arrows have minus signs next to them; they move the object in a negative direction.

SAVING AND LOADING OBJECTS

Using the OBJECT menu, you can save your object in *Videoscape 3D* or ROT format. The ROT storage requester appears when you choose any of the LOAD or SAVE menu items. Select the SWITCH button to change disk directories, click on a disk, then select the drawer. If you're saving, type a filename in the FILE edit field and press RETURN. Note that you cannot load a *Videoscape 3D* object. When making one, you should save it as a ROT object too. Then if you want to make changes, load the ROT version, edit it, and save it both as a *Videoscape 3D* object and a ROT object.

The other items in the OBJECT menu allow you to erase the whole object, select the *Videoscape* palette or the ROT type, and choose between having all of the polygons visible or just the current one. The latter option is handy when you're working on a complex object.

THE ACTION EDITOR

Once your object is created, choose SWITCH TO ACTION EDITOR from the ACTION menu. The Action Editor screen will appear containing your object. Now you can see your object from different angles by either creating an action for it, or loading a ready-made one with the LOAD ACTION option in the ACTION menu.

CREATING AN ACTION

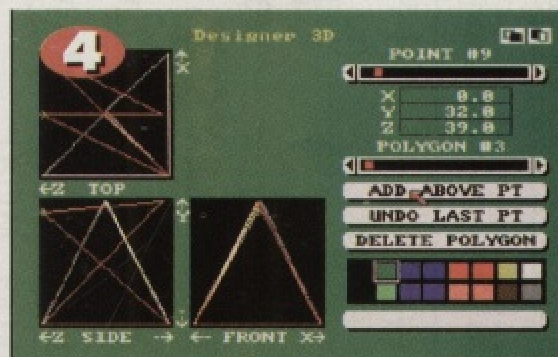
The 'action' or mini-movie you can create is 24 frames long. Select the frame to work on with the FRAME slider. The object will be drawn according to the parameters you set in the ROTATIONS and TRANSLATIONS edit fields. To change a value, delete the existing value, type a new one, and press RETURN. The values are checked to make sure they fall within acceptable limits. The object is then redrawn according to your new parameters.

By making small changes from one frame to the next, your object will appear to move. For example, suppose the Y-rotation is set to 0 in FRAME 0, 15 in FRAME 1, 30 in FRAME 2, and so on until you hit FRAME 23, when it will be 345. If you now select the PREVIEW button, the object will rotate around the Y axis – you can adjust the speed of the action with the SPEED slider.

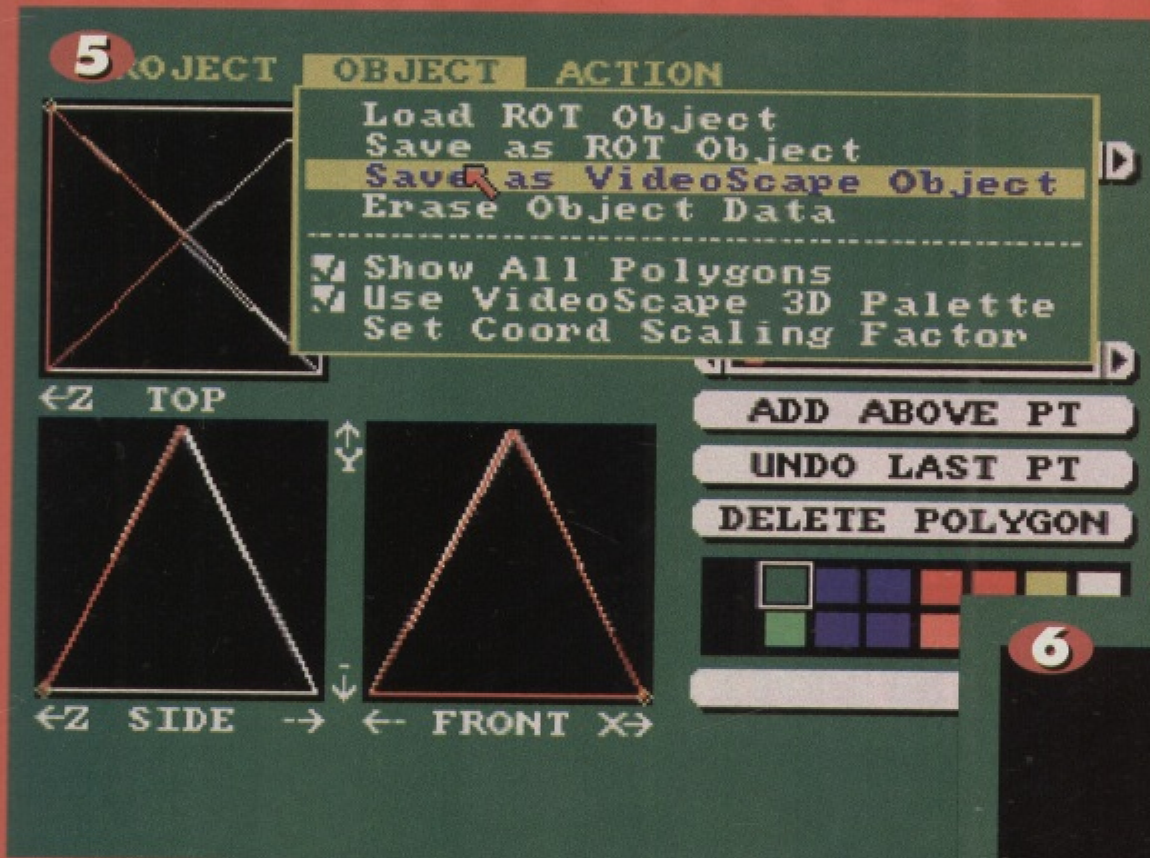
THE ACTION MENU

By changing other X, Y, and Z parameters you can make the object go through all sorts of weird and wonderful contortions. To make the action play continuously, choose REPEAT AT END from the ACTION menu. A tick shows when this is activated. Now select PREVIEW and the object will spin until you select STOP. Another option in the ACTION menu is REVERSE AT END. With this activated, the frames will be shown from first to last and back to the first again.

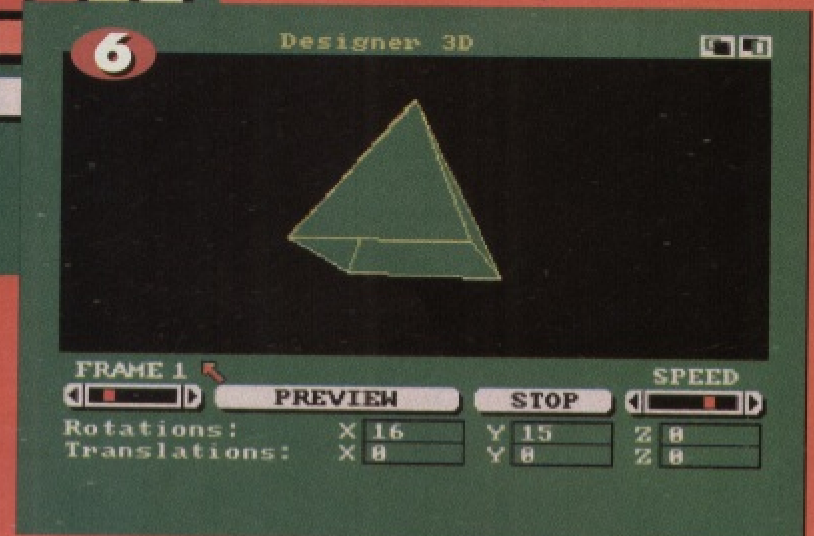
The next item in the ACTION menu is CALC BETWEEN... With this you can have the program calculate and draw a group of frames. When you



Here's what happens if you get your points connected in the wrong order. Make sure you move round in one direction when you're placing the points, otherwise you'll have lines crossing each other, and some very strange results in the 3D editor.



Objects created with ROT aren't directly compatible with *Videoscape 3D*, so when you save out your finished object (or your half-finished object if you're being cautious), make sure you save it both as a Videoscape Object and a ROT Object. This way, you can load the Videoscape Object into *Videoscape*, and if you feel it needs a little tweaking, you can still load the ROT object back into ROT for further editing.



Before you dive into *Videoscape* , test out your object with the Action Editor of ROT. This is a very basic animator, but will let you view your object in 3D without too much fuss.

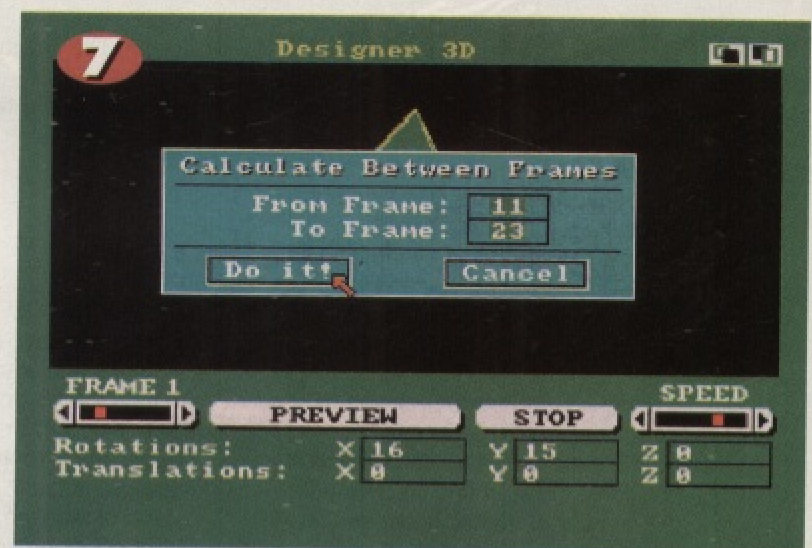
select it a requester will pop up, asking for the first and last frame numbers of the group. Click on the digits to change them. For each frame, the program will calculate the X, Y, and Z parameters to get from the first frame to the last. For example, set the Y-rotation of FRAME 0 to zero, and FRAME 12 to 180. Choose CALC BETWEEN... and set the start and end frame numbers to 0 and 12. Select DO IT! and each frame in-between is given a larger and larger Y-rotation. Now set the Y-rotation of FRAME 23 to 345 and CALC BETWEEN... frames 12 and 23. You should now have a smooth rotation about the Y-axis.

When calculating steps of rotation, the direction ROT chooses is the one that will move the object through the smallest angle. If the starting frame is set to zero degrees and the last frame to 270, the object will be rotated -90 degrees, not +270. This is why the example above was done in two parts. If you tried CALC BETWEEN... frames 0 and 23, ROT would have rotated the object -15 degrees. Actually, due to rounding errors, all frames but the last would have had a 0 Y-rotation.

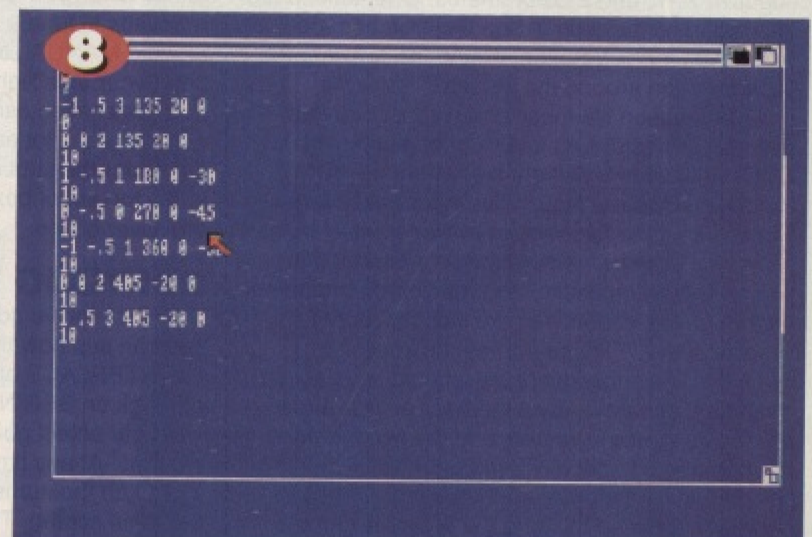
When the frames are played back, each one is drawn on top of the previous frame, thereby erasing it. But if you use too large an X-translation with a large solid object, the frames will not overlap very much, and a trail is left on the screen. To fix this, use smaller steps of X-translation or reduce the size of the object by applying a constant Z-translation to make the object seem further away. For example, you can enter a Z-translation of, say, 100 for every frame to keep the object far away.

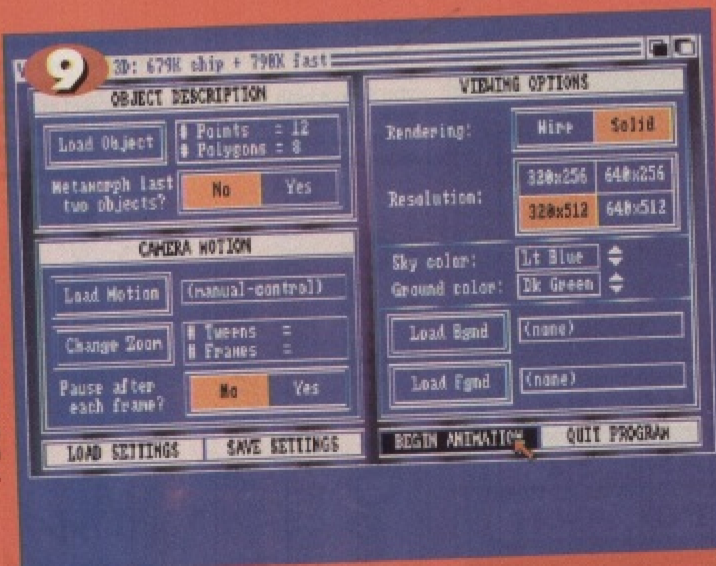
Once you're happy with your object, select SAVE AS VIDEOSCAPE OBJECT from the OBJECT menu.

To save you the bother of entering the rotation and position data for each frame in the Action Editor, use the Calc Between function to work out the frames between any two you care to define. If you want a 360 degree rotation, be careful to use the Calc Between function in two stages: once to move the object 180 degrees, then once again to move it through the remaining 180 degrees. Try doing it in one go, and you won't get any results, as the start and end values are both zero degrees.

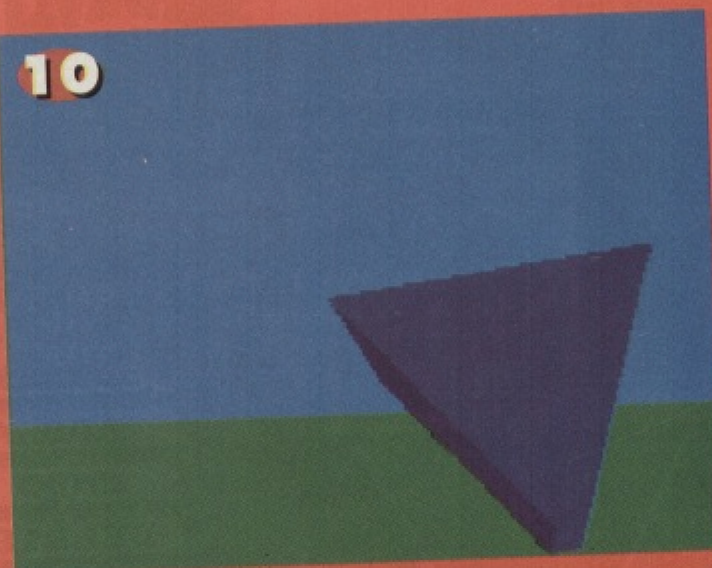


Defining the panning and movement of the 'camera' is not the easiest of tasks. The 'motion file' as it's known, must be input in the form of an ASCII file. You can use any text editor or ASCII wordprocessor for this, but the PD text editor *ED* is included on the first disk in the C: directory. The first three figures of the line refer to the X, Y, and Z co-ordinates, while the second three define the degrees of rotation around the Y, X, and Z axes respectively.

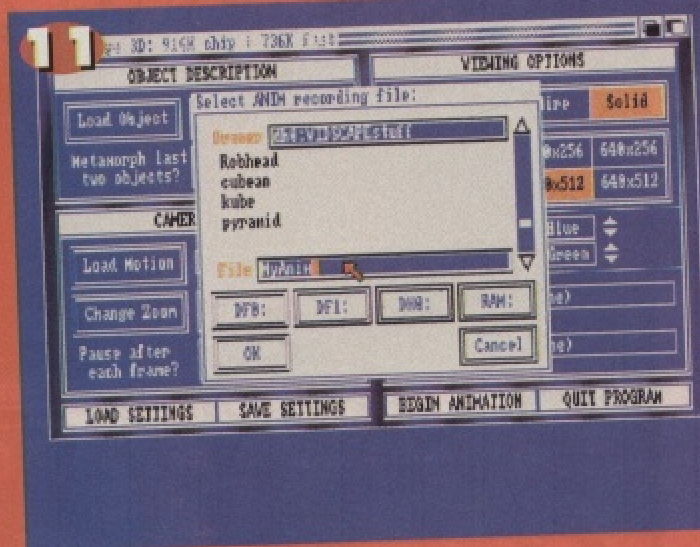




With your objects loaded and your animation files in place, it's time to see how it all comes together. Turn Interlace mode off from the menu bar, Hit BEGIN ANIMATION and watch your first flickery frames appear on screen.



There she goes! Flying through the air with the greatest of ease, your light aircraft tumbles and rolls around the blue skies.



Select BEGIN RECORDING from the Record menu, and enter the path and filename for your soon-to-be-created animation file.



To run your finished animation in real time, put disk one into DF0:, enter CD DF0: [return], and then SHOWANIM followed by the path and filename you defined earlier. Now just sit back and watch your wonderfully smooth 3D animation.

CREATING ANIMATIONS

When it comes to animating your object, there are two types of motion to be considered. The first is the motion of the object itself, and the second is the camera movement. Time to pay attention at the back now, because it gets a little bit complicated at this point.

All movements are controlled by motion files. These are ASCII files, created in a text editor or wordprocessor. The old public domain editor, *ED*, is included in the C: directory of the first disk. Using this, or your preferred editor, you can now create a file to determine how your object moves, and how it's recorded with the camera.

Movements are described by defining the start and finish positions, the start and finish orientations, and the number of frames between them. Positions are referred to in the form of positive and negative X, Y, and Z co-ordinates. Orientations are referred to as degrees of heading (rotation around the Y axis), pitch (rotation around the X axis), and bank (rotation around the Z axis).

Every motion file must start with a code that defines whether it's a camera or object motion file. '3DC1' indicates a camera file, where as '3DM1' indicates an object motion file. After this, the next line should state the number of 'key frames' in the animation. Key frames are the only frames that you specify with position and rotation co-ordinates. All the frames in-between are calculated by *Videoscape 3D*. These frames are known as 'tweens'. The subsequent line should have six co-ordinates, separated by a space. The first three are the X, Y, and Z values, and the second three are heading (H), pitch (P) and bank (B). The number on the line below is the number of frames to generate between this and the previous camera position. The file can have up to 25 key frames.

Here's an example of a brief camera motion file:

```
3DC1
2
-5 0 -5 45 0 0
0
5 0 -5 -45 0 0
60
```

Be careful to save these files out in straight ASCII, and check that you haven't made any typos. You can then load in your motion file by clicking on LOAD MOTION in the CAMERA MOTION box in *Videoscape's* front screen. Object movements can be programmed in just the same way, except that instead of heading the file '3DC1', use '3DM1'.

For object motion files, there's an alternative route. When you load an object, *Videoscape 3D* proceeds to load a motion file. By selecting the box marked MANUAL on the file requester, you can enter your own flightpath with the Object Motion Requester. You can only enter two key frames this way, but it's a lot easier than writing out an ASCII file. Enter the start co-ordinates and rotation values in the top set of boxes, and their target values in the lower boxes.

RUNNING THE ANIMATION

Now that you've got your objects and motion files, you can see how they work together. After setting the INTERLACE option on the DISPLAY menu to off, click on BEGIN ANIMATION. You should now see your object going through its designated motions. At any time during this stage, pressing ZERO on the numeric keypad will bring you back to the main screen. The frame rate will be slow here, as *Videoscape 3D* isn't a realtime 3D animator. Once you're happy with the animation, you can then save it to either floppy or hard disk, from where you can run it at full speed, without suffering any flicker.

To do this, select BEGIN ANIM RECORDING from the RECORD menu. A file requester will appear, which you can then use to specify the path and filename for your animation. If you're using floppies only, make sure you have a formatted disk to hand. Select the path, and name your file. Then click on BEGIN ANIMATION. As before, the animation will slowly flick through the frames, but this time they'll be saved as an ANIM file.

Once it's all finished, you can view your animation with the SHOWANIM utility. Open up a CLI window with the first disk in DF0:, and type CD DF0: [RETURN]. Then type SHOWANIM, followed by a space, and the path and filename you assigned to your animation, followed by [RETURN] ...and there you go. In the blink of an eye, you've just created a lightsourced 3D animation.

NEXT MONTH

We'll conclude the tutorial with a look at some of *Videoscape 3D's* more advanced features, with the final installment in CU Amiga's step-by-step guide to pro-quality 3D animation, with more illustrated tips and techniques to help you get the most from this excellent program.

AIM ONLY FOR THE TOP



TEE OFF ON THE MOST CHALLENGING 18 HOLES OF MAJOR CHAMPIONSHIP GOLF WITH THE LEGEND WHO HAND PICKED EACH ONE - JACK NICKLAUS.
PLAY THE BREATHTAKING 8TH AT PEBBLE BEACH AND DISCOVER WHY THE SECOND SHOT OF THIS PAR 4 IS JACK'S "FAVOURITE SHOT IN ALL GOLF" IN PROBABLY THE MOST REALISTIC AND VISUALLY STUNNING GOLF GAME EVER MADE.

JACK NICKLAUS' GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF™
ACCOLADE





PICTIONARY®
THE GAME OF QUICK DRAW
THE COMPUTER EDITION

The Duel
TEST DRIVE II



Accolade™







PLAY IT JUST LIKE THE BEST-SELLING BOARD GAME.

IT'S LIKE CHARADES, ONLY YOU SKETCH WORDS INSTEAD OF ACTING THEM OUT. BUT WITH A COMPUTER YOU DON'T NEED PAPER AND PENCIL! SKETCH YOUR PICTURES ON SCREEN WITH AN EASY TO USE DRAWING PROGRAM. YOU'RE NOT AN ARTIST? DON'T WORRY - MOST PEOPLE AREN'T. THAT'S PART OF THE FUN AS YOU RACE AGAINST THE CLOCK SO YOU'LL HAVE TO DRAW ON YOUR WITS AS WELL!

HEAD-TO-HEAD WITH THE WORLD'S FASTEST PRODUCTION CARS!

THE DUEL: TEST DRIVE II PITS THE FASTEST EVER FERRARI AGAINST THE FASTEST EVER PORSCHE IN A RACE THAT HAS ONLY BEEN RUN IN THE MINDS OF ENGINEERS AND ENTHUSIASTS... UNTIL NOW! YOU'RE BEHIND THE WHEEL OF THE MOST TECHNOLOGICALLY ADVANCED SUPERCARS ON EARTH, ROCKETING DOWN ROADS THAT ARE AS EYE-CATCHING AND DANGEROUS AS THE CARS THEMSELVES.

ALL AVAILABLE FOR ATARI ST & AMIGA £7.99 EA

AVAILABLE FOR AMSTRAD . SPECTRUM . C64 £3.99 EA

JACK NICKLAUS IS NOT AVAILABLE FOR THE SPECTRUM & AMSTRAD

HIT NAMES · HIT GAMES
HIT SQUAD
2 CASTLE STREET . CASTLEFIELD . MANCHESTER . M3 4LZ



CUSTOMER CHARTER

INDI Direct Mail is original and very exciting. Before you buy mail order you must first be confident that you will receive the product you've ordered and that the supplier will still be there in the future, should you need them.

A mail order purchase from INDI is a safe and secure decision, and here's why.

INDI is a wholly owned subsidiary of a public company now in its tenth year of trading and specialising in the supply of computer products.

With a turnover approaching £30 million per annum, we have the resources and the purchasing power to offer you the best deals, deliver them next day nationwide and always be around when you need us.

SALES AND SUPPORT

The INDI sales team have been trained to take your order with the utmost care and efficiency. All stock offered for sale is held in stock, centrally at our group warehouse complex and is available for next day delivery, direct to your home or business. If at any time we are out of stock your money will not be banked until the product is available (a point worth checking should you feel tempted to purchase elsewhere).

General information regarding product is available from our sales team, however technical support is always on hand should you need assistance.
All prices quoted are inclusive of VAT.

INDI TELESALES
Tel 0606 43860 Fax 0606 43825

DESPATCH

All orders received by 6pm Monday to Friday are despatched that day for next day delivery using our national carrier — Securicor. (UK Mainland only). Saturday deliveries are available at a small surcharge. If you are out when we deliver a card will be left at your home giving you a contact telephone number to arrange a convenient re-delivery.
Delivery queries can be resolved immediately using our on-line computer.
All orders are despatched on a next working day delivery basis. Cheque orders are despatched immediately on cheque clearance, usually 10 working days from receipt. A delivery charge of £5.00 is made per item unless otherwise stated.

WE ALSO ACCEPT B.F.P.O. ORDERS (DUTY FREE). CARRIAGE CHARGED AT UK POSTAL RATES.

AMIGA A600 THE WILD, THE WEIRD AND THE WICKED PA

12 MONTHS AT HOME SERVICE



- Zapsac Carry Case
- Zappo T-Shirt

INDI PRICE £339.99

Once again Commodore have put together a winning theme pack to complement the already popular Amiga A600.
The Wild, the Weird and the Wicked Pack is an ideal starter pack containing a considered mix of software making the most of the Amiga's amazing capabilities.
To make this pack a perfect gift INDI have added a further four award winning games and a staggering list of valuable extras totally FREE of charge. Also included at no extra cost to you are the latest 'Zapsac' carry case and Zappo T-shirt. Crucial Amiga accessories. Impressed. Who wouldn't be.

PACK AS STANDARD CONTAINS
- Amiga A600 single drive
- Built in TV Modulator
- 1Mb memory
- Push Over • Silly Putty
- Grand Prix • Deluxe Paint III
- Mouse and Manuals

INDI VALUE ADDED FREE

• Micro Switch Joystick	£9.99
• Lockable Disk Box	£9.99
• Disk Wallet	£12.99
• 10 Blank Disks	£5.99
• Kick off 2 • Pipemania	
• Space Ace • Populous	£122.52
• Zapsac Carry Case	£12.99
• Zappo T-shirt	£8.99
TOTAL	£183.46

AMIGA A600 HD (HARD DISK) EPIC PACK

12 MONTHS AT HOME SERVICE



- Zapsac Carry Case
- Zappo T-Shirt

INDI PRICE £479.99

EPIC by name... definitely by content. Commodore's talent for pack creation has never been better. The software included in this pack: EPIC, Rome, and Myth totally exploit the stunning features of the Amiga A600. Add to this Trivial Pursuits language lab edition (playable in 3 languages), Amiga Text (Wordpro) and the now standard graphics package: Deluxe Paint III for serious/educational applications and you'll start to realise just how dynamic this pack is. As with all products supplied by INDI, we have added our extra dimension to an already incredible offer (see below for INDI Value Added Pack totally free of charge)

PACK AS STANDARD CONTAINS:
- Amiga A600HD (Hard Disk)
- Built in TV Modulator
- Mouse and Manuals • 1Mb Memory
- EPIC, Rome, Myth, Trivial Pursuits (language lab edition), Amiga Text, Deluxe Paint III.

INDI VALUE ADDED FREE

• Microswitched Joystick	£9.99
• Lockable Disk Box	£9.99
• Disk Wallet	£12.99
• 10 Blank Disks	£5.99
• Kickoff 2 • Pipemania	
• Space Ace • Populous	£122.52
• Zapsac Carry Case	£12.99
• Zappo T-Shirt	£8.99
TOTAL	£183.46

ALL NEW 32-BIT AMIGA — AMIGA A1200

The latest, the ultimate, the best home computer available. 16.8 million colours, superfast processor, superb stereo sound, lightning speed – the all new Amiga 1200 has them all. Marvel at the ease with which the Amiga 1200 and its amazing 32-bit processing power devours the most demanding software. At this price the A1200 has no equal – forget the rest, it's definitely the best!

1200 STANDARD FEATURES
- 68020 Processor
- 2Mb Chip RAM
- AA Chipset
- Alpha-numeric keypad
- PCMCIA Slot
- 3.5" Internal Floppy
- Built-in TV modulator
- Free 12 Months At-Home Maintenance

INDI VALUE ADDED FREE
• 3 Superb Games • International Sports Challenge • The Cool Croc • Paradroid 90 • *Plus FREE Zapsac & T-Shirt.*

£394.99

1084S COLOUR/STEREO MONIT



INDI PRICE £189.99

Commodore's own Amiga Monitor. Designed solely for use with the Amiga range of computers. With its ergonomic design, Hi-res graphics display and stereo sound capabilities, the 1084S will really bring your Amiga to life.

Apart from offering this product at a very competitive price INDI are including two great software products totally free of charge

INDI VALUE ADDED FREE

• Days of Thunder (Driving Simulation)	£19.99
• Night Breed (or alternative exciting game)	£19.99

Panasonic *Quiet* Colour Printing



We researched the colour printer market in great depth to find a colour printer good enough to cope with Amiga's powerful graphic output, yet at an affordable price.
We found the perfect printer in the Panasonic KX-P2180 + KX-P2123 quiet printers.
We then considered that if you were going to buy a Panasonic printer, you would probably need a quality word processing package to use with it. We found that too, in 'Wordworth', yet at a retail price of £129.99 we thought that might be a little too expensive on top of your printer purchase! So together with Panasonic we decided to give a copy of 'Wordworth' free with every Panasonic printer. How's that for added value?

Panasonic KX-P2180



The new Panasonic KX-P2180 9 pin quiet colour printer.
Produces crisp clear text in mono or in 7 glorious colours with new quiet technology. The new KX-P2180 is typically 15dBA quieter in operation, than the competition.

- **Fast Printing Speeds** 192CPS Draft and 38 CPS NLQ
- **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta and black)
- **QuietPrinting** Super quiet 45-48dBa sound level (most matrix printers are typically in excess of 60dBA)
- **6 Resident Fonts** Over 6,100 type styles using Courier, Prestige, Bold PS, Roman, Script and Sans Serif Fonts
- **3 Paper Paths** Paper handling from bottom, top and rear for total flexibility
- **1 Year Warranty** For total peace of mind

INDI PRICE £199.99

Panasonic KX-P2123



The new high performance Panasonic KX-P2123 24 pin.
Quiet colour printer offers leading edge quiet printing technology at an affordable price.

- **Fast Printing Speeds** 192 CPS draft, 64 CPS LQ and 32 CP SLQ.
- **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta and black)
- **QuietPrinting** Super quiet 43.5-46kBA sound level (most matrix printers are typically in excess of 60dBA)
- **7 Resident Fonts** Over 152,000 type styles using Super LQ, Courier Prestige, Bold PS, Roman, Script and Sans Serif Fonts
- **24 PIN Diamond Printhead** High performance and high quality output
- **1 Year Warranty** for total peace of mind.

INDI PRICE £239.99

EXCLUSIVE TO INDI



*WORDWORTH — COMPLETELY FREE!

WITH PANASONIC QUIET PRINTERS

The writers choice. The ultimate word processor for AMIGA computers. Wordworth is undoubtedly the ultimate word/document processor for the full range of AMIGA computers. The graphical nature of WORDWORTH makes producing documents faster and easier, with the enhanced printing fonts (including full Panasonic KX P2180 and KX P2123 colour printing support), Collins spell checker and Thesaurus, no other word processor comes close.
"Without doubt this is one of the best document processors for the AMIGA, Today." (Amiga Format).

NORMAL RRP £129.99 inc. vat

Panasonic PRINTER ACCESSORIES

Following the outstanding response to the Panasonic printer range we are now in a position to offer new and existing Panasonic printer owners a complete range of accessories saving £££'s on recommended prices.

Panasonic Colour Ribbon 6 Pack
6×Colour Ribbons for the KX-P2180 & KX-P2123
RRP £119.99
INDI PRICE **£89.99**

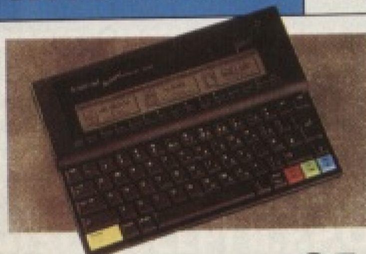
Panasonic Ribbon Pack 2×Black & 4×Colour Ribbons for the KX-P2180 & KX-P2123
RRP £99.99
INDI PRICE **£69.99**

Panasonic Sheet Feeder
Automatic A4 Sheet Feeder for the KX-P2123 & KX-P2180 printers. Holds 80 sheets paper.
RRP £89.99
INDI PRICE **£79.99**

KX-P2180/KX-P2123 Deluxe Accessory Pack
Pack Contains:
- Automatic Sheet Feeder
- 2×Black Ribbons
- 2×Colour Ribbons
- 1×Dust Cover
- 2 Piece Printer Stand

RRP £169.99
INDI PRICE **£132.99**

AMSTRAD NOTEPAD



The new Amstrad Notepad Computer couldn't be easier to use because you simply follow the instructions on the screen as you go along. Has built-in Wordprocessor, 48,000 word spell checker, Calculator, Diary, World Time Clock, Address & Telephone book, BBC BASIC, and weighs less than a kilo (2.2lbs)

PCMCIA MEMORY CARDS
FOR AMSTRAD NOTEPAD
64K **£45.99** 128K **£57.99**
256K **£79.99**
512K **£129.99**
1Mb **£179.99**

INDI PRICE £199.99

AMSTRAD FAXPHONE



Fully featured hands-free phone that can send and receive faxes and can even make copies of letters and documents. It's a group 3 fax machine, has 20 memories, 9 one-touch dialling keys and Mercury compatability.

INDI PRICE £299.99



AMIGA A1500 DEALS

The A1500 is the ultimate home computer for the whole family and is designed to cover every computing requirement. INDI are able to offer you exclusive deals on this outstanding product in various configurations and bundles (see options on opposite page).
All configurations come complete with the following software and accessories:-

FEATURES:
- Fully functional keyboard with numeric pad separate from CPU
- Includes 2×3½" disk drives as standard with 5¼" Disk Bay.
- Integral memory and card expansion capabilities (most cost effective expansion route)
- Work bench 2.00 and Kickstart 2.04.

CONTENTS:
- Keyboard, mouse, reference manual, Puzznic, Toki, Elf (Games), D Paint III (Graphics Package), Home Accounts, The Works (Platinum edition: Wordpro, Spreadsheet, Database) Joystick

AMIGA A1500 FEATURED (see photograph above) • 52 Mb SCSI Hard Disk • 1084'S Monitor & Panasonic KX-P2123 24 pin colour printer.

INCLUDED FREE Amiga Vision, Nightbreed, Days of Thunder, Wordworth Worth £268.99

INDI VALUE ADDED FREE
- Amiga Vision (authoring software) worth £99.00



FROM **£499.00**

Amiga A1500, complete with FREE Amiga Vision (worth £99.00)
INDI PRICE **£499.99**

Amiga A1500, Complete Pack as detailed above
INDI PRICE **£1159.99**

AMIGA & CDTV ACCESSORIES

Due to overwhelming requests for Amiga and CDTV Accessories we are pleased to offer the following products with the usual INDI guarantee of Quality and Service, not forgetting the INDI price benefits!!!
– Great gifts at Christmas.

ZAPPO FLOPPY – External 3.5" drive suitable for all Amigas	£44.99
ZAPPO 601NC – 512K Amiga 600 RAM upgrade (no clock)	£29.99
ZAPPO 601C – 1Mb Amiga 600 RAM upgrade (with clock)	£49.99
MULTI START II ROM SHARER + 1.3 ROM – Use both 1.3 & 2.04 Kickstart ROMs	£34.99
ROCTEC GENLOCK – Cost effective video overlay for all Amigas	£69.99
SUPRA RX 2Mb – External 2Mb RAM upgrade for A500/500+. Can be increased up to 8Mb	£119.99
2Mb SMARTCARD – Credit card style RAM card utilising A600/A1200 PCMCIA SLOT	£129.99
4Mb SMARTCARD – For A600/A1200, maximum RAM with a lifetime guarantee!	£199.99
COMMODORE C64 & 1541 DISK DRIVE PACK – The worlds best selling home computer complete with disk drive and software pack	£159.99
REPLACEMENT POWER SUPPLY – for the Amiga A500/A600/A1200	£24.99
AMIGA 3000 – With 2Mb RAM, 120Mb Hard Disk, Publishers Choice, Amiga Vision	£1526.32
AMIGA 4000 – With 6Mb RAM, 120Mb Hard Disk & Amiga Vision	£2348.82
COMMODORE 1960 – 14" High resolution monitor for use with A3000 & A4000	£369.99
Or if bought with A3000 or A4000	£351.99
OPAL VISION 24-BIT GRAPHIC SYSTEM – For the Amiga 1500/2000/3000/4000. Launched to rave reviews, the most amazing graphics enhancement for your Amiga at an unbelievable price.	£699.99

★ INDI TELESALES ★
TEL 0606 43860 · FAX 0606 43825



AFTER SALES AND SPECIALIST SERVICE

All products are guaranteed for 12 months. Some products carry a 12 month at home service/repair guarantee (where indicated). In the unlikely event that any product purchased from INDI arrives at your home faulty, we will collect from your home and replace the product completely free of charge. If you own an AMIGA 1500 or 3000 and would like to expand its hard disk or memory capability or add any other peripheral INDI can offer you a complete door to door configuration service together with an additional 12 months Back to INDI warranty. Why not ask for a quote?

Products advertised represent a small sample of our instock range. A complete price list is available on request.

All products purchased come with a complete list of all products available from INDI with special customer loyalty offers.

AS PART OF OUR POLICY OF CONTINUAL PRODUCT DEVELOPMENT AND REFINEMENT, WE RESERVE THE RIGHT TO CHANGE SPECIFICATIONS OF PRODUCTS ADVERTISED. PLEASE CONFIRM CURRENT SPECIFICATION AT THE TIME OF ORDERING.

PRICES ARE VALID FOR MONTH OF PUBLICATION ONLY

HOW TO ORDER

BY POST — simply fill in the coupon below.
BY PHONE — ring 0606 43860 where your call will be answered by one of our INDI sales team. After 6.00pm each day your call will be answered by answerphone. If you would like to place an order have all details at hand including Credit Card. The message will guide you through your order.

SEND YOUR ORDER TO:
INDI DIRECT MAIL
FIRST FLOOR OFFICES,
85 WITTON STREET,
NORTHWICH
CHESHIRE CW9 5DW

CU.1192

Please send..........................
Price .... + Delivery
I enclose cheque/PO for £.......
or charge my Access/Visa No.
...
Expiry date /
Signature ....
Send to Name.........................
Address ....
...
Daytime Tel.............................
Postcode ....

STRiCTLY pd

NOW ALSO AVAILABLE FROM HARGWARE IN AUSTRALIA

Dept CU, 11 YORK PLACE, NR BRANDON HILL, HOTWELLS, BRISTOL BS1 5UT

Keeping Public Domain at Strictly Public Domain Prices

Clip Art

CA1 Animals plus collection information. (+)
CA2 Animals, Architecture, People, Art 1. (+)
CA3 Art 2 (fronts). (+)
CA4 Arrows, Art Deco, Logos, Stars, Explosions. (+)
CA5 Education, Financial, Art Misc, Symbols. (+)
CA7 Environment, Food & Drink, Health & Home. (+)
CA8 Valentines, Weddings and Leisure. (+)
CA9 Birthdays, Xmas, New Year, Easter. (+)
CA10 People (Children, family, fashion, romance). (+)
CA11 People (Men & Women). (+)
CA12 Signs (Bears, Xmas and misc.). (+)
CA13 Sports (American Football to Water Polo). (+)
CA14 Works and Trades 1, Transport. (+)
CA15 Works and Trades 2. (+)

Video Production

V001 DESK TOP VIDEO PACK – Outstanding collection for video producers, including Rolling Credits, Slideshow, Video Backgrounds, Special Effects, Pattern Generator and more!!! (+)
V002 S-MOVIE – Smooth scrolling video titler. (+)
V003 Turbotitler – Add subtitles to your videos. (+). (+)
V004 TV & VIDEO GRAPHICS (8 DISKS) – Packed with background screens for your video productions, different types of graphic styles. Peel takes an IFF pic and peels it down the screen. (+)
V005 VIDEO PRODUCTION (2 DISKS) – Packed with video & Glenlock utilities. (+)
V006 VIDEO SCREENS 1 – Background pictures for video production. (+)
V007 VIDEO & ANIM: VIDEO DB – Keeps track of your video tape collection. RTAP lets you run large Anims on small MEM machines. (+)
V008 IMAGE LAB – Like a mini art dept. Tools on tap does fades, colour bars & grey bars. (+)
V009 VIDEO: STILSTORE – Used to create over the shoulder Graphic inserts like the 9 O'Clock news. (+)
V0010 SHADES & FADES ANIMFADER – A utility to fade screens in and out. Superview will display IFF pics. Turbotitle creates subtitles. (+)
V0011 ANDROIDS BACK VIDEO GROUNDS – Selection of B/G pictures. (+)
V0012 HARLEQUIN VIDEO ART & FONT DISKS (3 DISKS) – After its revies in Cu Amiga shot to No.1 in sales chart. Excellent. (+)

Creative Utilities

CR001 AMIGAVENTURE & ADVSYS (+) – Make your own text adventure games with these progs. (+)
CR002 PRINT STUDIO – Excellent for printing pictures or text. (+)
CR003 ANIMATION STUDIO – A brilliant Anim creator for you to make your own animations. (+)
CR004 VERTEX MODELLING – Allows you to create 3D objects without using the X, Y & Z views. Loads sculpt 3D/4D & Turbo Silver. (+)
CR005 MODELLING OBJECTS – Contains over 20 vector objects in image format. Perfect for use with CR004. (+)
CR006 MAGNETIC PAGES V 1.30. – Create your own disk magazine. Received 10/10 in review by Amiga shopper mag. (+)
CR007 STRATA V1.0 – Landscape generator which allows printing of them from any angle any position & any magnification. (+)
CR008 AMOSBROT V1.1 (A) – This update has even more factal types which include Logistic Equation, Coast Lines & Trees – received good reviews. (+)
CR009 GRAPHIC PRODUCTION – Utilities collection which contains scenery V1.0, Landscape, Landbuild V3.2, Cloud 9, Genesis demo. (+)
U241 FONTS/LOGOS – Masses for use with D-Paint. (+)
U237 PROFESSIONAL DEMO MAKER – Create your own demo masterpieces. (+)
U299 SLIDESHOW MAKER – Shows how to present slideshows in different ways. (+)
U084 SPEECH TOY – Get your Amiga talking. (+)
U082 VOICES – Add speech to your demos etc. (+)
U312 MANDLEBROTS – The best Mandlebrot generator around. (+)
U315 ULTIMATE ICONS – Includes Icon Lab, Icon Master & Icon Meister – splendid disk. (+)
U321 SUPA FONTS – Masses of them for use with D-Paint etc. (+)
U079 ELECTROCAD – Impressive package. (+)
U078 MCAD – Great 3D Design Package. (+)
U331 LAND BUILD 3.2 – Generate landscapes and view from any angle. Amazing! (+)
U346 ULTRAPAINT – Fab paint package. (+)
U364 SCREEN MOD – Customise the way programs and screes appear. (+)
U366 SHADOW DEMO MAKET – 3 Brilliant demo making utilities. (+)
U500 DEMO CREATOR PACK (6 DISKS) – Get the most out of your Amiga – Get creative. (+)
U491 DKB TRACE – Excellent Ray Trace prog.

Blank Disks

12 in own plastic storage box £7.50
50 ....£22.50
100 ....£40.00
These prices include P&P

Useful Utilities

75p

UU001 A-GRAPH – Very easy to use – make bar + line graphs + pie charts. (+)
UU002 CLI TUTORIAL – Learn all about the CLI. Given 70% rating in magazine. (+)
UU003 MESSYSID V2 – Reads and writes P.C. disks. Given magazine rating of 95%. (+)
UU004 POOLS PREDICTOR – Increase your chances of becoming a millionaire. (+)
UU005 DISK OPTIMISER – Brilliantly simple! Any disk loads up to 15 times faster. Mag rating of 95%. (+)
UU006 A 500 PLUS EMULATOR – Emulate the Amiga Plus on your 1.3 Amiga. Really works (IMG Req).
UU007 FREECOPY V1.1 – Removes password protection to allow copying. (+)
UU008 CURSOR V1.0 – Compiler for Amiga Basic programmes. (+)

New Games & Education

N001 TOTAL CONCEPTS (2 DISKS) – Very well presented story books about astronomy and dinosaurs. (+)
N002 AMERICAN FOOTBALL COACH – Play the role of an American Football Manager. (+)
N003 BATTLEMENTS – Similar to Hunchback on the Spectrum and C64. (+)
N004 OTHELLO – The best P.D. version of this classic board game. Adjust skill level and facility to review where you went wrong. (+)
N005 CRAZY SUE – The best Public Domain platform game.
N006 SUPERLEAGUE MANAGER – Football management game. (+)
N007 METRO – Mini sim city. (+)
N008 SMASH TV THE RIP OFF – Great stuff. (+)
N009 HENRY IN PANIC – Jet set Willy clone. (+)
N010 MISTER + MISSIS – Amusing and cute platform/arcade adventure with two characters to control. Excellent fun! (+)

STRICTLY pd — STRICTLY public domain

(Dept CU), 11 YORK PLACE, NR BRANDON HILL, HOTWELLS, BRISTOL BS1 5UT

- ☞ Cheques/P.O's payable to STRICTLY PD
- ☞ Buy 30 or more disks for just 75p each
- ☞ Over 21 disks ONLY 85p EACH
- ☞ Take the 11+... only **99p** per disk when you order 11 or more!
- ☞ Orders of 10 or less pay £1.25 per disk
- ☞ Please add £1 to all UK orders for first class postage. Orders from Eruope please add 25p per disk and Rest of World add 50p per disk for extra postage costs.
- ☞ Catalogue disk available only £1 Reviews of well over 1000 disks + loads more

The complete Strictly P.D. library is now available in Australia. To order a catalogue please send a cheque or Postal order for $2.00 to Hargware, Dept CU, 29 Woralu St, Woramanga, ACT 2611, Australia.

75p

UU009 BROWSER II – An alternative to SID. Some may find it easier and better. Very popular. (+)
UU010 PC TASK V1.04 – Powerful multi tasking P.C. emulator, supports CGA graphics, MS DOS floppies and even your hard drive. (+)
UU011 NIB V2.0 – Removes protection and copies. Very powerful. (+)
UU012 GATORS GRAPHIC GALLERY – Examples and step by step tutorials on how to create professional logos like ones found in demos. (+)
UU013 FISH TANK SIM – Simulates an aquarium. (+)
UU014 ANALTICALE SPREAD (2 DISKS) – This is the best spreadsheet program to date on the Amiga. (+)
UU015 AMIGA PUNT PROGRAM – Predict which horse will win from past form. (+)
UU016 JR COMM V1.02 – Latest version of this useful modem program. (+)
UU017 BEATRIX POTTER CLIP-ART – An excellent collection of clip art for any DTP program or D-Paint. (+)
UU018 PLOTTING AND GRAPHICS (2 DISKS) – Contains a powerful full featured plotting prog, and a computer aided drafting prog. (+)
UU019 DB – A database with up to 50 fields, max of about 1.2 million records. (+)
UU020 HOME MANAGER – A great all in one address book with an inventory database + to do list. (+)
UU021 ASTRO PRO ASTROLOGY – The best astrology program on the Amiga by far. See Amiga Shopper. (+)
UU022 MULTI DOS V1.12 – After this disk has been installed your Amiga drives can read 1MB disks. (+)
U0024 TEXT PLUS V4.0(E) – Latest update of this excellent world processor program. Now compatible with TeX the professional typesetting prog. Found in the Fish Collection. (+)
U0025 AMOS LESSON I – Find out how to get the most out of AMOS. Had good review. (+)
U0026 EDWORD 2.2 – Best text editor around. Received 9/10 from Amiga Shopper. (+)
U0027 MEGACOLOUR V1.0 – A program which transforms a b/w screen into a full colour screen. (+)

N011 DUNGEONS OF AVALON – Compares to likes of Dungeon Master and Eye Of The Beholder. Stunning graphics and atmospheric sound effects. (+)
N012 CALORIEBASE – Received 89% in CU Amiga. Keep a daily database of your calorie intake. Useful for dieters. (+)
N013 BACK TALK – Discusses common lower back problems, the causes and treatments given. Uses detailed pics + anims. (+)
N014 TRAINING LOG – Make a detailed log of your fitness training. (+)
N015 SPANISH, FRENCH, GERMAN, ITALIAN TUTORS – Four great language tutors. (+)
N016 A VISIT TO THE RED PLANET – Guided tour of Mars – fascinating! (+)
N017 GCSE MATHS I – Written by maths teacher this is an excellent product. (+)
N018 TOTAL WAR – The bomb game risk as reviewed in Amiga format. An excellent production. (+)
N019 AMOS FRUIT MACHINE II – Faithful reproduction of the pub fruitie. (+)
N020 CATACOMB V1.7 – A graphical adventure game set on a small island. Discover secrets + treasures of the underground maze. New version. (+)
N021 IRON CLADS (1MB) (2 DISKS) – Update to the excellent strategic war game. (+)
N022 CLASH OF THE EMPIRES (2 DISKS) – Brilliant strategic war game by T.A. Sear. (+)
N023 COLOSSAL CAVE V1.0 – Virtually identical to the original classic. (+)
N024 LEGEND OF LOTHIAN V1.02 – An adventure game in the vein of the Ultima game series. Includes colourful graphics, hordes of monsters and puzzles to solve. (+)
N025 BATTLEMENTS – HUNCHBACK – This is a conversion of the old classic game. Great stuff! (+)
N026 AMOS CRICKET – An excellent arcade cricket simulator with neat colourful graphics. (+)

We now have FRED FISH 1-700

We now have T-BAG 1-61

Games

G357 TETRIS CLONES - Really enjoyable derivatives. (+)
G358 AIRMANIA - Win a trip of a lifetime. (+)
G359 EXILE GAME PACK DISC – Great collection of games. (+)
G300 BATTLE OF BRITAIN - Not yet seen. (+)
G361 CARD SHARP - Not yet seen (+).
G362 GALECTIC FOOD FIGHT - Great shoot em-up (+)
G363 RAPHAELS REVENGE - Turtle fun. (+)
G364 GROWTH - Blitz that expanding brain. (+)
G365 MISSION - Not yet seen. (+)
G366 JETMAN - Version of Spectrum Game. (+)
G367 GAMES BLITZ - Compilation of Spaley games. (+)

The following games have been reviewed and given 80% or over:

G369 CERERET ASTROIDS Direct copy of arcade asteroids. (+)
G370 AMIGODS - Fab graphics on the asteroids clone. (+)
G371 SEVEN TILES - Futuristic football style game. (+)
G373 LADYBUG variant on the old Pacman classic. (+)
G374 AMIGATRATION - A collection of brilliant mind games. (+)
G377 STORYLAND II Brilliant role play game. (+)
G001 ALL NEW STAR TREK (2 DISKS – 2 DRIVES – 1MG) – The best star Trek game around. (+)
G278 AIR ACE II Enjoyable shoot'em up in planes. (+)
G210 AIRWAR - A large number of flight simulalors. (+)
G051 FRANTIC FREDDIE Brilliant platform game. (+)
G310 SURVIVOR - Outstanding role play game. (+)
G086 PROPERTY MARKET – Find out if you've got a head for business. (+)
G292 SEALANCE - Highly praised submarine game. (+)
G321 SCUM HATERS – blast the scum out of East London. (+)
G220 STAR TREK – (3 DISKS – 2 DRIVES) – very impressive. (+)
G277 TRUCKIN' ON (2 DISKS) - Enjoyable strategy game. (+)
G268 WHEEL OF FORTUNE- Excellent version of TV prog. (+)
G342 DOWNHILL CHALLENGE Great fun skiing game. (+)
G343 POM POM GUNNER - Shoot down those enemy planes. (+)
G349 SIMON SAYS/SPACE MATHS – Get your kids to learn sound/colour/maths. G350 EDUCATION FOR UNDER 10's - Loads of enjoyable/educational games. (+)
G353 DARK STAFF – Spectrum adventure game now shareware – very entertaining. (+)
G354 AMIOMEGA – Absolutely outstanding role play game. (+)
G355 HOLLYWOOD TRIVIA - very fine quiz game. (+)
G501 TEXT ADVENTURE GAMES PACK (4 disks) – Over 10 great games including Survivor and Star Trek. (+)
G499 ULTIMATE PLATFORM GAMES – Whizzy's Quest & Mayhem Miner. (+)
G358 NO MANS LAND – Brill 2 player combat game. (+)
G359 GAMES BONANZA – 22 Games on one disk - Amazing! (+)
G344 LLAMA COLLECTION – Llamatron & Metagalactic Llamas. (+)
G345 SHOOT 'EM UP PACK – Includes Star Trek and Retaliator & more great fun. (+)

Games Compilations

GAMES GALORE VOL.1: - Drip, Bally, Yahzee, Tic Tac Toe, Amoeba, Othello, Tron, Chess, Tiles, Daleks. (+)
GAMES GALORE VOL.2: - Sky-Fight, Kap-Othello, Lam, Jailland, Bouncer, Bluemoon, Welltrix, Wordsearch. (+)
GAMES GALORE VOL.3: - Asteroids, Gravity Wars, Ping Pong, Orbit 3-D, Miniblast, MM, Gravattalk. (+)
GAMES GALORE VOL.4: - Car, Mr Munk. Backgammon, Egyptian Run, Mutants, Spacerace Diplomacy, Game Cheats. (+)
GAMES GALORE VOL.5: - Trektrivia. Monopoly. Cosmo, Mazeman, Sys, Pharoh, Dad Cat & Mouse, Rollon (+).
GAMES GALORE VOL.6: Jumpy, King, Raps, Crobots, Death, SB, Tiny, ATC. (+)
GAMES GALORE VOL.7: Trainset, Yawn, World, Montana, Amiga Worm, Pipeline, Mines, Bounce. (+)
GAMES GALORE VOL.8: - Game Tamer, Space War, Colossal, M-Command, Trippin, Cave Runner, Spaces. (+)
MEGA GAMES VOL.1 (A) – Battlemech, Bullun, Superbreakout, Egyptian Run. (+)
MEGA GAMES VOL.1 (B) - Cos, Stoneage, Othello, Q-Bert, Crystal Vision. (+)
MEGA GAMES VOL.1 (C) - Hack, Saved Games, Tourist, Knight, Caveman, Spellologist, Wizard Fighter. (+)
MEGA GAMES VOL.1 (D) - Monopoly, Puzzle, Asteroids, Deluxe Burger, .Meroenary. (+)
MEGA GAMES VOL.1 (E) - Four, Iff 2 Pcs, Missile Command, Invaders. (+)
MEGA GAMES VOL.1 (F) - Battle, Tit, Descender. Tiles, PA Cannon. (+)
MEGA GAMES VOL.2 (A) - 11 Fantastic Games. (+)
MEGA GAMES VOL.2 (B) - Castle, Bally II, Chess. (+)
MEGA GAMES VOL.2 (C) - World, Billiards and Triv. (+)
MEGA GAMES VOL.2 (D) - Clue, Wordsearch, Sorry & Wheel. (+)
ASSASSINS GAMES 1 – Tanx, Rollerpede, Amgoids, Caverunner, Avatris. (+)
ASSASSINS GAMES 2 – Girls Action, Missile Command, Invaders, Bally 2, Maze Game, Think Ahead. (+)

Send £1 now for our new format catalogue giving details of around 1,500 disks including 500(+) compatibility where possible plus loads more.

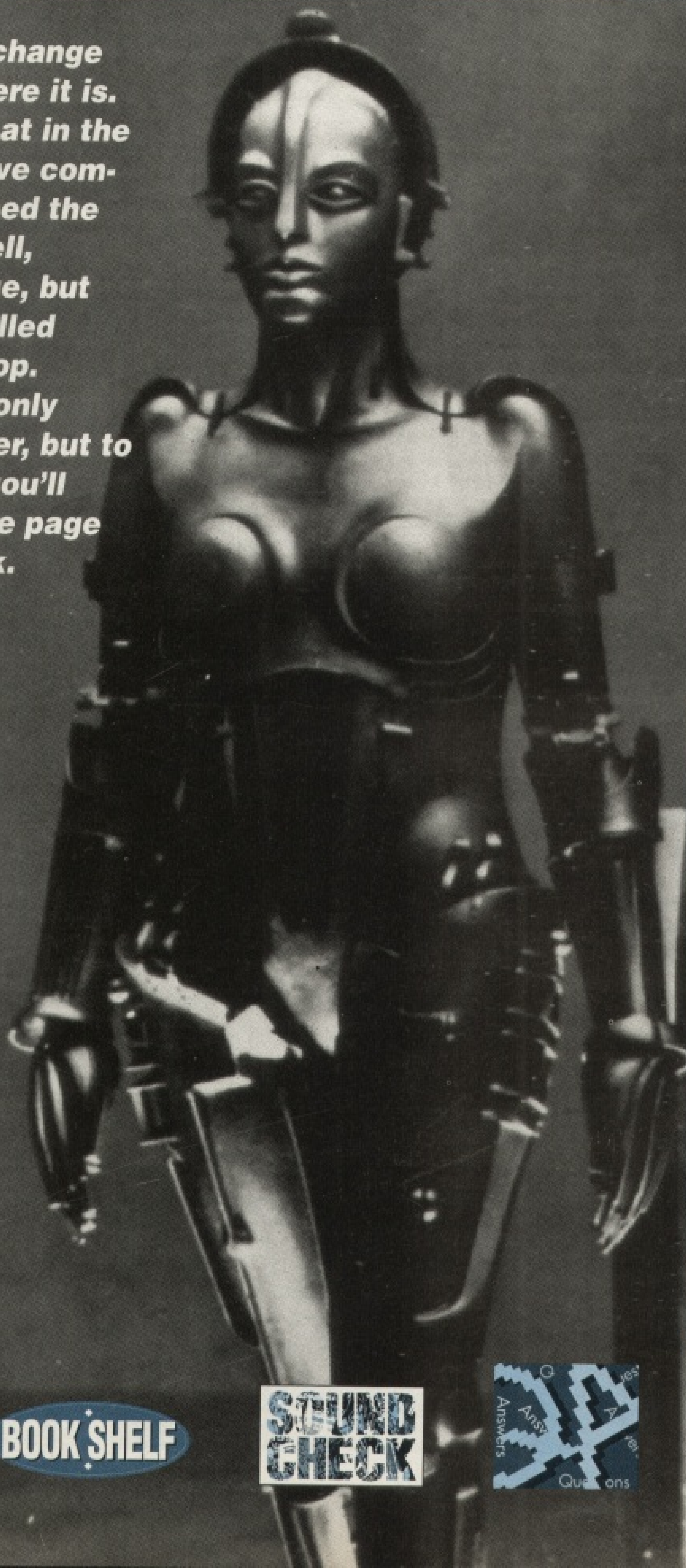
Mouse Mats available for £2.99 each

AMIGA Workshop

ISSUE 1

DECEMBER 1992

It's time for a change we said – so here it is. As was hinted at in the last issue, we've completely revamped the blue pages. Well, they're still blue, but now they're called Amiga Workshop. That's not the only change however, but to find out more you'll have to turn the page and take a look.



AMIGA WORLD

BOOK SHELF

SOUND CHECK

Questions Answers

CLUB CALL

READER REVIEW

K.G. Leisure....

Telephone Orders/Enquiries 0225 466532

Mon - Sat

AMIGA Specialists

FREE DELIVERY on ALL UK & BFPO Orders (1ST CLASS POST)





The Games Room

....the largest room!...

Games Marked * Signifies New Release - If you can't see the game you want listed here please phone for price / availability.

1st Division Manager	£7.99
*3D Construction Kit 2	£36.99
Addams Family	£18.99
Air Bucks	£21.50
*Air Support	£19.99
AMOS Professional	£54.99
Another World	£19.99
Aquatic Games	£19.99
*Arsenal - The Computer Game	£18.99
Ashes of Empire	£29.99
Assassin	£18.99
*A-Train	£TBA
*B17 Flying Fortress	£T.BA
*BAT 2	£22.50
Battle Isle Data Disk 1	£15.99
Bitmap Bros Collection Vol 1	£19.99
Blues Brothers	£9.99
*Bug Bomber	£18.99
Caesar	£21.50
Campaign	£26.99
Captain Dynamo	£7.99
Carl Lewis Challenge	£18.99
Castles	£21.50
Centurion	£9.99
*Chaos Engine	£TBA
Civilization	£26.99
CJ in the USA	£7.99
Combat Classics	£24.99
Cool World	£18.99
Count Duckula	£7.99
Crazy Cars 3	£18.99
*Creatures	£18.99
D-Generation	£15.99
Deluxe Strip Poker 2 (Sale)	£9.99
Dizzy's Excellent Adventures	£18.99
Dizzy's-Prince of the Yolk Folk	£7.99
Doodlebug	£18.99
Dream Team	£18.99
Dungeon Master + Chaos	£22.50
Dune	£21.99
Dynablasters	£21.50
Easy Amos	£26.99
*Elite 2	£TBA
Elvira 2	£26.99
Euro Championship Football	£18.99
Eye of the Beholder 1	£22.50
Eye of the Beholder 1 - Clue Book	£7.99
Eye of the Beholder 2	£26.99
Eye of the Beholder 2 - Clue Book	£9.99
F15 Strike Eagle 2	£26.99
F16 Combat Pilot	£9.99
F19 Stealth Fighter	£23.99
Falcon	£12.99
Falling Jewels (Sale)	£9.99
Fascination	£21.50
Fire Force	£18.99
Fire and Ice	£18.99
First Samurai + Mega Lo Mania	£21.50
Flight of the Intruder	£12.99
Flight Simulator 2	£26.99
Flimbo's Quest	£9.99
Formula 1 Grand Prix	£26.99
*Gem-X	£7.99
Ghouls N Ghosts	£7.99
Gobliiins	£18.99
Graham Taylor	£18.99
*Gunship 2000	£26.99
Harlequin	£18.99
Head over Heels	£7.99
Hero Quest Double Pack	£22.50
Hook	£18.99
*Humans	£21.50
IK+	£7.99
James Pond	£7.99
Jaguar XJ220	£18.99
John Madden Football	£19.99
Jimmy White's Whirlwind Snooker	£21.99
Kick Off 2 (1 Meg)	£17.99
*Kick Off 3	£18.99
Kick Off 2 - Return to Europe	£7.99
Kick Off 2 - Giants of Europe	£7.99
Kick Off 2 - Final Whistle	£9.99
Kick Off 2 - Winning Tactics	£7.99
Knightmare + Clue Book	£22.50
Kwik Snax	£7.99
Leeds Utd	£18.99
Legend + Clue Book	£22.50
Lemmings Double Pack	£22.50
Links (Hard Disk Only)	£27.99
Liverpool - Football Game	£18.99
Lotus Esprit Turbo	£9.99
Lotus Ultimate Challenge	£18.99
Lure of the Temptress	£21.50
Match of the Day	£18.99
Magic Land Dizzy	£7.99
*Magic Worlds	£19.99
Man Utd-Europe	£18.99
Microprose Golf	£26.99
Monkey Island 1	£19.99
Monkey Island 2	£27.99
Monkey Island 2 - Clue Book	£9.99
Nigel Mansell's World Champ/ship	£21.50
Oh No More Lemmings	£19.99
Pang	£7.99
Panza Kick Boxing	£9.99
Paperboy 2	£18.99
Parasol Stars	£18.99
PGA Tour Golf + Course Disk	£22.50
Pinball Dreams	£18.99
Pinball Fantasies	£21.50
Pool	£T.BA
Populous 1	£9.99
Populous 2	£21.50
Populous 2 - Challenge Games	£11.99
Populous 2 + Challenge Games	£26.99
Powermonger	£21.50
Powermonger Clue Book	£7.50
Powermonger - WW1 Data Disk	£11.99
Project X	£19.99
Pro Tennis Tour 1	£7.99
Pro Tennis Tour 2	£18.99
Premiere	£18.99
Push Over	£18.99
Putty	£18.99
Rainbow Islands	£7.99
Rampart	£18.99
Robocod	£18.99
Road Rash	£19.99
Rome	£21.50
*Sabre Team	£18.99
*Scrabble (US Gold)	£TBA
Sensible Soccer v1.1	£18.99
Seymour-Hollywood	£7.99
Shadow Worlds	£18.99
Shapes and Colours	£7.99
Shoot Em Up Construction Kit	£9.99
*Shuttle	£T.BA
Silent Service 2	£26.99
Sim Ant	£26.99
Sim City Future Arch	£9.99
Sim City Ancient Arch	£9.99
Sim City Terrain Editor	£9.99
Simpsons	£18.99
Sooty and Sweep	£7.99
Spellbound Dizzy	£7.99
*Street Fighter 2	£TBA
Striker	£18.99
Strip Poker 2 + Data Disk	£7.99
Stunt Car Racer	£7.99
Super Monaco Grand Prix	£9.99
SWIV	£9.99
Titus the Fox	£18.99
Treasure Island Dizzy	£4.99
Troddlers	£18.99
*TV Sports Baseball	£12.99
*TV Sports Boxing	£12.99
Ultima 6	£15.99
Utopia Data Disk	£11.99
Vikings	£18.99
Virus Checker (PD)	£2.50
Vroom	£18.99
*Vroom - Data Disk	£13.99
*Ween	£21.50
*WWF 2	£18.99
WizKid	£18.99
Worldclass Leaderboard	£8.99
Zool	£18.99
*Zyconix	£18.99

The Library

....lots of books on the shelves!....

Amiga DOS Manual - Bantam (3rd Edition)	£21.50
Amiga For Beginners	£13.99
Amiga Machine Language	£14.99
Hardware Ref Manual - 2nd Edition (WB 1.3)	£14.99
Kids and the Amiga (2nd Edition)	£14.99
Mastering Amiga Beginners	£18.99
Mastering Amiga Assembler	£23.99
Mastering Amiga C	£19.99
Mastering Amiga DOS 2 Vol 1 (Revised Edition)	£21.50
Mastering Amiga DOS 2 Vol 2 (Revised Edition)	£18.99
Mastering Amiga Printers	£18.99
Mastering Amiga Systems	£29.99
Mastering Amiga Workbench	£19.99
ROM Kernal Devices (3rd Edition)	£23.99
ROM Kernal - Includes & AutoDocs (3rd Edition)	£32.99
ROM Kernal - Libs (3rd Edition)	£32.99
Using AREXX	£28.99

The Storage Room

....space for everyone here!....

A500 + 1 Meg Memory Expansion	£35.99
TDK Branded High Quality 3.5" DSDD Blank Disks. Boxes of 10 with labels	£9.49
Unbranded Disks 3.5" DSDD (with labels)	59p each
Null Modem Lead - Used for 2 player games like Populous and Powermonger etc	Only £9.99
MAC 11 Disk Backup System (Few only left) was £39.99	Now only £27.50
APE-X Disk Backup System (NEW-Supersedes MAC 11)	£32.99

The Office

....useful programs for busy people

AMOS Professional	£54.99
Cash Book Controller + Final Accounts Combined	£59.99
Deluxe Paint 4	£69.99
Digi Calc (Spread Sheet)	£26.99
Devpac v2 (SALE)	£34.99
Devpac v3	£59.99
Final Copy 2	£89.99
Home Accounts 1	£24.99
Home Accounts 2	£39.99
Mailshot Plus (Label Printer)	£39.99
Protext v5.5	£109.99
System 3 (Stock, Cashflow, Invoicing)	£44.99
System 3E (Extended Version of above)	£59.99
Techno Mouse (Micro Switches)	£14.99
TechnoSound Turbo	£32.99
Wordworth v1.1 (Includes Spreadsheet + Databaseprogs)	£99.99
Wordworth v2 (Digita's latest Word Processor)	£99.99

The Small Print Room

All items subject to availability. Credit Card orders debited only on day of despatch. Please allow sufficient time for Cheque clearance. All prices are subject to variation without notice especially New Releases. PHONE FIRST. E & O.E

(Dept CU),
6 Chandler Close,
Weston, BATH BA1 4EG

The Post Room

Please make Cheques/PO's payable to "K.G. Leisure". First Class Postage & Packing is included in above Prices. (U.K only). Europe add £2.50 per item, Elsewhere add £5.00 per item. You can order using your credit card, by telephone or sending the following details to us at our address.

Card No...Exp. Date..............................

Name (on card)..

Address...

....

BOOKSHELF

There's something for everyone this month, with a varied selection of books. covering a wide range of topics from beginner's guides to the video potential of the Amiga.

To start off, Mat Broomfield takes a look at three books which offer a kickstart to new Amiga users.

COLLINS DICTIONARY OF PERSONAL COMPUTING PRICE: £6.99

If ever a language was rife with jargon, it's Computerspeak, the strange computer dialect in which virtually nothing means the same as it does in the 'real' world. Sprite, RAM, run, drawer, window and drive are just a few expressions which take on entirely new meanings when used in the context of computers. No longer is 'bits and bobs' used to describe miscellaneous objects; now a bit is a unit of computer memory, whilst a bob is a graphic character (Blitter Object).

And there's another thing; computer buffs seem to be absolutely addicted to acronyms and abbreviations. WYSIWYG (What You See Is What You Get), ROM (Read Only Memory) and PSU (Power Supply Unit) are just three of the commonly used abbreviations that you're expected to know, but there are literally hundreds more.

How many times have you been reading a review of a product only to encounter an expression that seemed important, yet meant absolutely nothing to you? Dozens, I bet. With the Collins Dictionary of Personal Computing (CDOPC or Coldicoperco as it will doubtless be known!), you need never be left in the dark again...

Well, almost never. To be honest, the dictionary doesn't contain any Amiga-specific references, such as the names of the custom chips, but there are literally thousands of generic computer expressions which are equally used in the Amiga environment.

Entries range between half a line for 'DP', to over a page for 'AD convertor'. Strangely enough, there doesn't seem to be much in the way of graphic entries, such as 'ray tracing', although 'fractals' are described, and a fair amount of space is devoted to audio-related expressions, such as 'amplitude' and 'digital-to-analogue' converters.

The entries are listed in concise and fairly easy-to-follow language, although some of the more complex subjects will require an understanding of less complex ones in order to appreciate their definitions.

Where appropriate, multiple worked examples and annotated illustrations are provided to supplement the text, and these help greatly when dealing with some complex subject matter.

This is the kind of book that one can open in search of a specific entry and end up reading for hours out of sheer fascination. An absolutely essential purchase for anyone hoping to fully understand modern computer technology and terminology. At only £6.99, it must surely be the best value computer book yet. Available from W.H. Smith.

THE BEST AMIGA TRICKS AND TIPS PRICE: £29.95

The Amiga has many abilities which are not described in any of Commodore's official documentation or manuals, and so, in a sense, Amiga owners have also had to live with the feeling of working with an 'incomplete' machine, or rather, of not being able to fully exploit the machine that they already have.

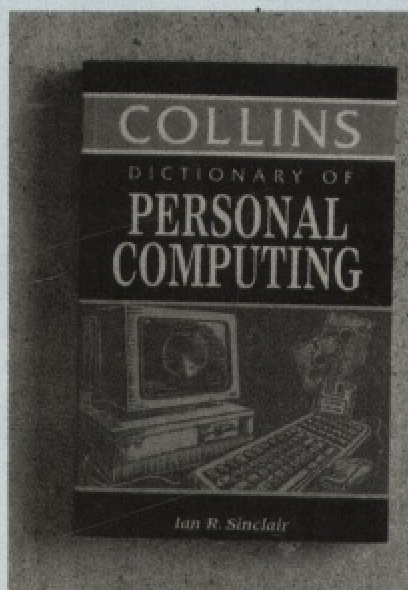
This book goes some way to restoring the equilibrium, because it provides hundreds of 'quick'n'dirty' solutions to common programming and Workbench situations. To a certain extent, it also serves as a beginner's guide to a number of subjects too. It covers CLI and Shell, Amiga Basic, Workbench, machine language and hardware.

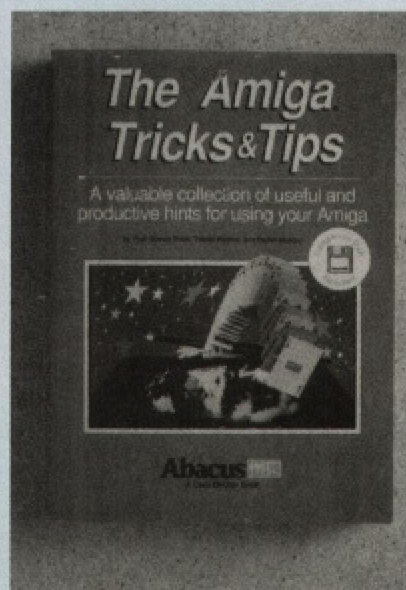
The CLI/SHELL section starts off at total novice level, describing how to open and close a Shell window, as well as how to break out of a Shell script once it's started running. This section also includes a list of many common commands, before progressing to more useful subjects such as start-up sequences, and the mount list. Unfortunately, these latter subjects are covered in nothing but the most cursory of fashions.

A massive chunk of the book is devoted to Amiga Basic. Unfortunately, the usefulness of this section is somewhat eroded by the fact that Microsoft Basic is no longer given away free with the Amiga. However, there are many areas of similarity between AMOS and Amiga Basic, so it's possible that you may find some relevant tips here. The section covers such topics as graphics, gadgets, fonts, intuition and vectors to name but a tiny fraction.

Having delved deep into the darkest complexities of Amiga Basic, the book takes a retrograde step and explains Workbench from a beginner's perspective, describing features such as Trashcan, extended selection and the icon information screen. There is a brief description of some handy keyboard shortcuts (or 'tricks' as the book describes them), but this is pitifully short and only whet my appetite for more substantial information.

Icons are a fairly logical progression to the Workbench, but again the book's inconsistency is revealed.





Yes, it does cover icons, but from the absolute simplicity of the Workbench, the section on icons dives in with such beauties as the Disk Object structure and a bit by bit analysis of icon file headers. Unfortunately, this information is totally incongruous and out of context with the previous chapter and only really serves to highlight the book's schizophrenic nature.

From icons to machine language, examples are given of how to avoid gurus when attempting to divide by zero, how to write anti-boot viruses and how to run machine code programs from Basic. Again, this section seems somewhat shallow.

The hardware section briefly extols the virtues of different processors and co-processors, as well as describing how to quieten fans on an A2000.

The book is rounded-off with a selection of mini-tips covering all sections.

Despite the fact that this book was only published in 1990, it now seems severely dated, and has largely been overtaken by developments in the Amiga world. If you have a keen interest in Basic, I think that you'll find that it contains much valuable advice, but complete beginners may consider it too expensive considering the small amount of coverage suitable for them, whilst C and 68000 programmers will probably find it all a bit too insubstantial.

Check it out before you buy. From: Computer Bookshops, 50 James Road, Tyseley, Birmingham B11 2BA; Telephone: 021 706 1250. Price: £29.95.

COMPUTE'S BEGINNER'S GUIDE TO THE AMIGA PRICE: $16.95

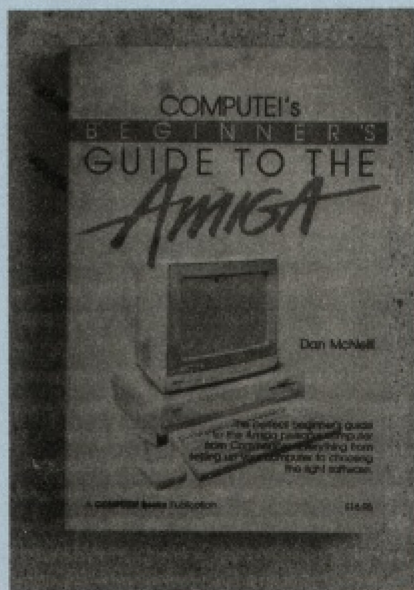
Despite its WIMP environment, and fairly friendly user interfaces, many beginners (and some long-term owners) find the Amiga to be a deeply intimidating piece of equipment. The machine in itself is not the scariest part, what really puts a lot of people off is the instructions that come with it. Software packages are often even worse, with instructions to make Einstein scratch his head in bewilderment! What these hesitant beginners need, is their own personal Uncle Remus to sit them on his knee, and gently introduce them to the wonderful world of computers.

In an environment in which the ground-rules, and indeed the computers themselves, can change utterly in the space of a few short weeks, no book can ever hope to be fully up to date, and this book is considerably much further behind the times than most. Even so, it has a truly wonderful style which compensates for its lack of contemporariness (yes, there is such a word!).

Written in the days when the

A1000 was still something special, the parts of the book which deal with setting your system up, are naturally of little use unless you've inherited one of the beasts from somewhere. However, the book goes on to talk about more general subjects such as the screen, add-ons, Workbench, history of the Amiga, etc. It has a relaxed and easy to follow style which transforms learning into an effortless and enjoyable past time.

The book contains a great deal of generic information such as the theory of Amiga sound and graphics, telecommunications, the operating system and games. I wouldn't really recommend this book for people who want to learn a lot of specific information about the Amiga, but for readers who want to acquire a more general overview of the machine and its possibilities, this is a very good starting place. Unfortunately, because it was written long before the arrival of Workbench 2.0, it may cause more confusion than it resolves for A500+ and A600 owners but otherwise an interesting and worthwhile read for experienced and amateur users alike. $16.95 from Compute!, PO Box 10775, Des Moines, IA 50347-0775, USA.



To end the reviews, Steven Magil takes a look at two titles designed to help Amiga owners make the most of their home movies.

Desktop video is potentially one of the most exciting aspects of the present Amiga revolution. The Amiga is without doubt the most capably equipped home computer existing in this innovative field.

AMIGA DESKTOP VIDEO POWER
PRICE: £27.45

Abacus is a well known publishing name among the Amiga and ST fraternity. However, in the past, the quality of some of their books has left a lot to be desired. This reputation should not be allowed to intrude when considering ADV Power.

Written by Guy Wright – a founding editor of Amiga World magazine – the book consists of 270 pages and a companion disk. Weighing in at a hefty £27.45, it could hardly be represented as a value for money purchase. Granted, it contains some very useful information, but bear in mind that due to the nature of the market, it belongs to the 'out of date as soon as it's published' category.

Desktop Video Power begins with a brief introduction outlining why it has been written. It aims to illuminate the areas of video and computing which cause confusion to those familiar with only one side of the story. It does this reasonably well, although the author does assume that the reader knows more about the computing side than he/she knows about video.

So far so good. The first couple of chapters represent a very competent, if not entirely expert, overview of video equipment and covers the minimal requirements for a successful desktop setup.

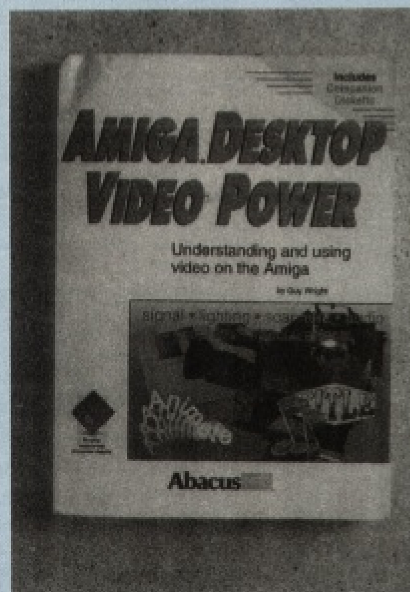
Written in a summarised form, the topics discussed begin with a brief outline of the different broadcasting standards used throughout the world. From this broad beginning, we fly into the composition of video signals and the need for clean and stable synchronisation signals. The foibles of video decks and the fact that they are the worst culprits for outputting unstable sync are explained thoroughly. Solutions for these problems are discussed, although many of them may make you balk at the potential expense, i.e. equipment that accepts external sync generation or Time Base Correctors connected to every piece of equipment – you need loadsa money for this.

Very good advice, but most readers may decide to pass on the expense for the moment.

One necessity which shouldn't be overlooked, if at all possible, is the inclusion of flying erase heads on camcorders and video tape recorders. Without flying erase heads, glitch free editing is virtually impossible. This point is perhaps overly stressed, but you certainly get the message.

Incidentally, on the point of glitch free edits, the author uses a couple of diagrams to explain the mechanics of flying erase heads and the technical reason for glitches. These are the only diagrams to grace the whole book. This is a mistake.

Without dragging up the old cliche of a picture painting a thousand words, diagrams make the explanation of concepts much easier to understand. Considering that video is a visual medium and that this book is about video, it seems to be a gross oversight when the aim of the book is supposedly to illuminate those persons currently residing in desktop video darkness.



The rest of the volume is mainly concerned with Amiga software and peripherals. The book is left somewhat weaker by the fact that it is written for an American audience. Prices are in dollars (what about our devalued pound?!) and some of the equipment is not available in Britain.

Despite this, the topics are dealt with in a general enough manner. This ensures that even the least aware Amiga owner will be able to think of alternatives to the software and hardware recommendations. One of his recommendations is the purchase of *Moviesetter* – CU Amiga readers no doubt already own this package courtesy of our coverdisks.

In wrapping up the book, the author voices his recommendations for different budget set-ups. He manages to make the minimum configuration sound horrendously expensive, which it needn't be.

Finally, he covers advanced techniques. Here lie some of the worst omissions of the book. Only SMPTE (Society of Motion Picture and Television Engineers) timecode is discussed for advanced editing. There is no mention of VITC (Vertical Interval Time Code) or Sony's RCTC (Rewritable Consumer Time Code).

With the requisite software, an edit controller such as Video Pilot hooked up to the Amiga, MIDI equipment, and Video Decks such as the Panasonic NVFS 90, you could have a domestic system that rivals SMPTE in its editing abilities, at a fraction of the cost. Unfortunately, none of this information or vision is forthcoming due to the dated nature of the book.

Despite the reservations - that the book is overpriced, American and out of date - Amiga Desktop Video Power can be tentatively recommended. The style is pacy, informative and fires the imagination at the numerous creative possibilities open to the Amiga owning videographer.

The supplied disk has some limited useful utilities, the best being *Bars'n'Tone*, but realistically, it wouldn't be missed if it wasn't there.

AMIGA DESKTOP VIDEO
PRICE: £20.45

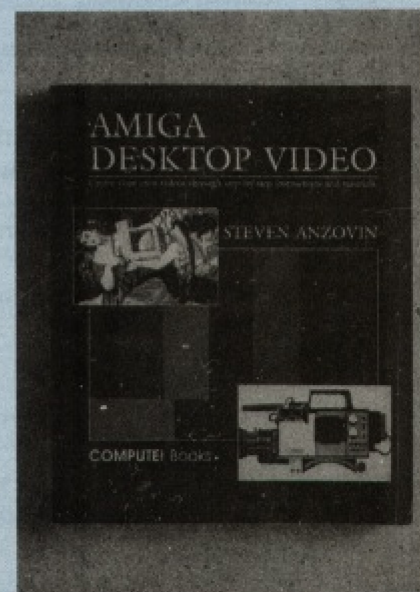
This brings us nicely round to Amiga Desktop Video by Steven Anzovin. Anzovin's pedigree is even more reliable than that of Guy Wright. He has already written a highly successful book on using *Deluxe Paint*, and he owns his own video production studio.

Whereas Power is primarily concerned with equipment and software, Amiga Desktop Video explains more in terms of concepts and practicalities for video filming, e.g. chapter 4 runs through the rudiments of a documentary shoot, lighting, back up equipment, treatments, talent, etc. In fact, the whole book from beginning to end reads like a flowchart of desktop video production.

Equipment and software recommendations reveal that despite some updating from its 1989 incarnation, the book is even more dated than the Abacus title. Despite this, Anzovin's tome has more lasting appeal, with many of its recommendations relying on the fundamental concepts of desktop video rather than specific equipment proposals.

The main feature that puts this book head and shoulders above the other is the reliance on diagrams and illustration to reinforce theory, information and understanding. Due to this enhanced clarity, the book is far easier to absorb.

Both books are overpriced and out of date. The information supplied by both is good, but the Compute! title wins hands down. The pricing of equipment is in dollars, which due to the nature of import taxes and exchange rates, is virtually useless to the British reader. The addresses for help are American, so there's little help there either. This disparateness only succeeds in highlighting the need for a British book to be written. If you feel that you need to know more about the subject and can't afford to wait for a British title to appear, buy Amiga Desktop Video from Compute! books.



MJC COMPUTER SUPPLIES

Suppliers of Discount Software since 1984

Educational, Local Authority and Government orders welcome. European orders please call or write for a quotation. All goods subject to availability, prices subject to change without notice. E&OE

Prices Include VAT and delivery by post. Courier delivery available on request. Please allow 5 days for cheque clearance

TO ORDER: Credit card orders can be placed by calling the telephone number below – or send a cheque/POs made out to MJC Supplies to:

MJC SUPPLIES (CU), Unit 2 The Arches, Icknield Way, Letchworth, Herts SG6 1UJ.
Tel: (0462) 481166 (6 Lines)

NAKSHA UPGRADE MOUSE

280 DPI quality replacement mouse - pack includes Mouse House, Mat and Operation Stealth game.
MJC Price £22.95

A500 Plus 1Mb EXPANSION

1 Mb expansion for the A500 Plus – fits in the trap-door taking your memory to 2Mb – no internal fitting.
MJC Price £39.95

NEW – ACTION REPLAY III

MJC PRICE £57.95

SQUIK MOUSE

Great value replacement mouse.
MJC PRICE £12.95

NEW – ROBOSHIFT

Auto sensing joystick/mouse switch box.
MJC Price £13.95

CUMANA CAX 354 DISC DRIVE

Quality brand name 3.5" second drive includes thru port, disable switch and FREE Virus X Utility.
MJC PRICE £52.95

NEW ROCLITE RF382C DISK DRIVE

New Super Slimline super quiet second drive
MJC PRICE £59.95 (Cream only)

NEW – AMIGA A1200

The very latest Amiga computer – now offers twice the processing speed at 14.19MHz, 2Mb of Chip Ram as standard, the new AA enhanced chip set offering up to 16 million colours, a full 96 keys with numeric + cursor keypads. WB 3.0 and 12 months on-site warranty.

MJC PRICE £359.00
(price includes free courier delivery)

AMIGA A600 COMPUTER

The "portable" Amiga, features surface mount technology for greater reliability and WB 2 comes complete with DPaint 3 and a great game. Plus of course 12 months on-site warranty.

MJC PRICE £271.00
(price includes free courier delivery)

AMIGA A600 HD EPIC PACK

Amiga 600 with a genuine Commodore 20Mb hard drive fitted. The Epic pack comes complete with four games. DPaint 3 and an Amiga Easy Text WP

MJC PRICE £429.95
(includes 12 months on-site + courier delivery)

PLEASE NOTE:

all the above computers are genuine UK models with nothing taken out of the packs. ALL come with a full 12 months on-site warranty + FREE courier delivery.

AMIGA STARTER PACK

INCLUDES:- 10 discs, 40 cap. disc box, Joystick, dust cover and mouse mat.

MJC Price £19.95
(or just £15.95 if purchased with an Amiga)

AMIGA A600 CONTROL CENTRE

Manufactured by Premier Micros these are made of sheet steel and epoxy coated to exactly match the A600. They are precision made to fit the A600 and offer a perfect base for a monitor and a shelf for your extra disc drive or peripherals.

MJC Price £34.95
(or just £29.95 if purchased with an A600)

A600 1Mb EXPANSION

Increase your memory to 2Mb including clock.

MJC Price £44.95
(or just £39.95 if purchased with an A600)

AMOS – The Creator

NEW – EASY AMOS – Powerful but easy	£24.95
AMOS v1.2 – The original language	£32.95
AMOS Compiler	£19.95
AMOS 3D	£21.95

AMOS PROFESSIONAL

An enhanced version of the very popular AMOS program. Contains over 200 new commands, 650 page brand new manual and many more new features.
MJC PRICE £47.95

MINI OFFICE AMIGA

Great new integrated package featuring Wordprocessor Database Spreadsheet, Graphics and Disc Utilities.
MJC PRICE £39.95

NEW – VIDI AMIGA 12

Vidi Amiga 12 is the latest low cost colour digitiser from Rombo. There are no filters and no separate RGB Splitter. Colour images can be captured in less than a second. Mono images are grabbed in real time. Some of the features included are 1 - multi tasking software, Capture into a user definable window, Composite of S-Video input, 4096 colour HAM mode, 54 colour EHB mode and many more.

MJC PRICE £75.95

MISCELLANEOUS

Pro Midi Interface	£19.95
Stereo Master	£29.95
Techno Sound Turbo	£28.95
Megamix Master	£28.95
Home Accounts 2	£36.95
Hisoft Devpac 3	£49.95
Hisoft Hi-Speed Pascal	£69.95
Maxiplan 4	£34.95
Deluxe Paint 4.1	£54.95

NEW – KINDWORDS 3

Features include: Ability to open two documents at once, Import Kindwords 2 files, Proximity spell checker and thesaurus, Text flow around graphics.
Requires 1Mb Ram

MJC PRICE £32.95

Protext V4.3	£39.95
Pen Pal V1.4	£37.95
Final Copy 2	£69.95
Wordworth - NEW V2	£74.95

AMIGA EDUCATIONAL

FUN SCHOOL – Probably the best selling Educational Software for the Amiga – great sound and graphics and now conforms to the National Curriculum (FS3 &FS4).

Fun School 2 – 8 programs per pack

Fun School 2	under 6	£6.95
Fun School 2	6 to 8	£6.95
Fun School 2	over 8	£6.95

Fun School 3 – 6 programs per pack

Fun School 3	under 5	£15.95
Fun School 3	5 to7	£15.95
Fun School 3	over 7	£15.95

NEW Fun School 4 – 6 programs per pack

Fun School 4	under 5	£15.95
Fun School 4	5 to 7	£15.95
Fun School 4	7 to 11	£15.95

All Fun School programs will work with a standard 512k Amiga and the new A500 Plus.

KOSMOS Answerback Junior Quiz
Includes 750 General Knowledge questions & a game reward £14.95

Answerback Senior Quiz
As above but for age 12+ £14.95

Factfiles
Add on question packs for the Answerback Quiz

Factfile Spelling (6-11)	£7.95
Factfile Arithmetic (6-11)	£7.95

Kosmos
Language tutors with a vocabulary of over 2,500 words & the ability to add your own – up to GCSE level.

French Mistress	£14.95
German Master	£14.95
Spanish Tutor	£14.95
Italian Tutor	£14.95

KOSMOS MATHS ADVENTURE: The latest offering from Kosmos covers the National Curriculum maths using a series of four games. There are four difficulty levels and your performance can be kept and printed out. (6-14) £17.95

LCL SOFTWARE

Primary Maths Course (3-12)	£18.95
Micro Maths (GCSE level)	£18.95
Micro French (GCSE level)	£18.95
Micro English (GCSE level)	£18.95
Reading & Writing Course (3+)	£18.95

NEW - MEET ADI!
ADI is a friendly alien being that appears on this latest range of educational software from Europress (the manufacturers of the Fun School range). Each package is specifically designed to follow the National Curriculum for a particular school year.

ENGLISH 11/12: Features pronouns, verbs, adverbs, spelling, synonyms and prefixes/suffixes.. **MJC Price** £17.95

ENGLISH 12/13: Using dictionaries and reference books, construct adverbs, punctuate sentences.. **MJC Price** £17.95

MATHS 11/12: Covers geometry, algebra, statistics, symmetry, quadrilaterals and number operations .... **MJC Price** £17.95

Further information on our Educational range is available in our Educational Supplement – on request



Remember – prices include VAT & delivery



C FOR BEGINNERS

In the first of a long and winding series, John Kennedy provides a complete step-by-step guide to programming with the language everyone is afraid of: C.



SPEAKING IN TONGUES

Every programmer seems to have his or her favourite programming language, and will defend it to the death. Some will proclaim that Pascal is the only language worth using, others Modula-2 or Ada, and some still insist that BASIC is indeed the Bee's Knees. What would make the arguments amusing (if they weren't so trivial) is that it doesn't really matter what language you use; there is nothing that you can achieve in one language that can't be done in any other.

The computer language C is a case in point. Although it only has a tenth of the number of instructions that say, a typical BASIC has, it is still possible to write a program in both languages and achieve exactly the same goals. The difference will be that the C version will run faster and consume less memory. When it comes to programming the Amiga, C is the language of convenience.

IN THESE ENLIGHTENED DAYS...

Although these days most new Amiga owners will arrive via a route which has completely by-passed other computer systems in favour of games consoles, there will still be the occasional old fogey like myself who remembers with fondness the C64s, Amstrad CPCs, Spectrums and BBC Micros of this world. All these computers had one thing in common: when you switched them on you immediately had the programming language BASIC at your disposal, whether you wanted it or not.

These days computers don't automatically boot up into a language – instead you are presented with a Graphical User Interface (GUI), such as Workbench, GEM or Windows. These 'front ends' enable the user to run programs simply by clicking on Icons with a mouse button – and languages have now been relegated to a place amongst these icons.

Obviously this is incredibly flexible, for we are no longer stuck with one implementation or language. Unfortunately, it also means that a degree of immediacy is lost. To write a computer program you now need to run a text editor and several utility programs before you get anything on-screen.

C HERE

C is a rather special language, in that it looks like a cross between an Assembly Language and a high-level language such as BASIC or Pascal. It was written in the 1970s by a bloke called Dennis Ritchie, who originally created it to run on a monster of a computer called a DEC PDP-11. C, as you may know, owes a lot to a language called B, which in itself owes a lot to BCPL. C, itself, has been updated to C++, but that's another story...

Some people have described C as a glorified macro-assembler, which is a rather cruel, if not totally inaccurate, description. Like Assembly Language, C has very few commands and those that do exist are executed very quickly when converted into machine code. Some C commands are very closely related to their machine code counterparts, and accessing memory and system resources directly is a lot simpler than with other languages.

Although heavily linked with the UNIX operating system, C became a popular language in its own right, and soon a need to agree on a standardised version arose. These days any new C language implementation worth its salt should be American National Standards Institute (ANSI) approved.

In the same way that BASIC is called an 'interpreted' language, C is called a 'compiled' language, for instead of being translated line by line as needed, a C program is translated completely before it is run. This compilation process can take a good few seconds (or even minutes or hours with larger programs) but only needs to be done once to produce a running program. To introduce some jargon, a C compiler converts a source file (the C program) into an object file (the machine code program). The translated program is almost as fast and as small as a program written specially in Assembly Language, but a lot easier to produce. The C code is also portable – that is, a C program written on a PC stands a good chance of running on an Amiga and vice versa, providing of course that no reference is made to custom hardware.

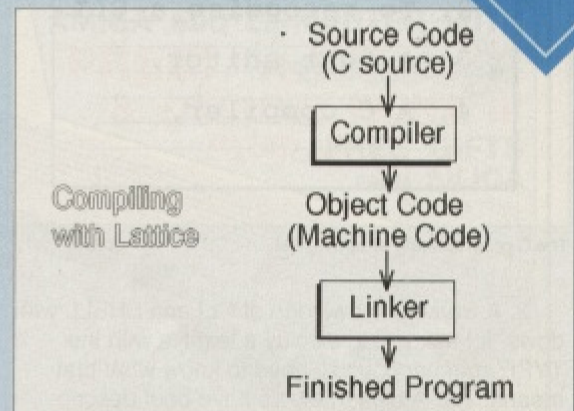
THE MISSING LINK

Usually, after the compilation procedure, an additional 'linking' process is required, but we will deal with this problem later. Also, be aware that some C compilers, notably Public Domain systems, will not compile source code directly into machine code. Instead, the source code is converted into an intermediate file of assembly language, which must then be converted into machine code before it can be run. Confused? Check out the diagram.

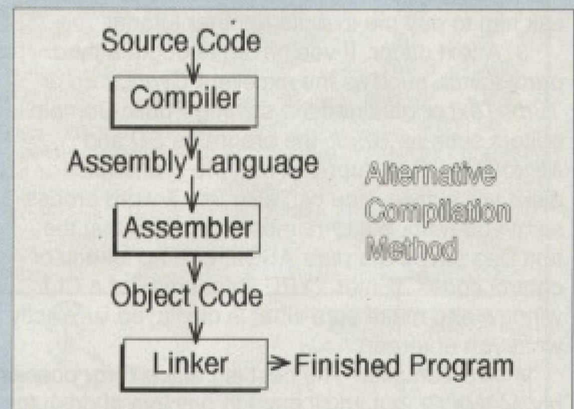
Writing a C program is normally a matter of entering the C source with a text editor, compiling it, assembling it if necessary, linking it and then running it. Any errors which are spotted are fixed by editing the C source with the text editor, re-compiling it, re-assembling it if necessary, re-linking it, and then re-running it.

This cycle can take a lot of time, even with a small program, so imagine what it must be like to discover an error after waiting 20 minutes for a really big program to run. It's at a time like that when linking is suddenly a very good thing indeed. If, by careful design, you can split your program into several sections, each section can be compiled individually, and therefore much more quickly. Even if the sections share variables, as long as you inform the compiler of them, each section of code can be compiled separately. Finally the linker program is used (the standard Amiga linker is called *Blink*) to merge all the files together.

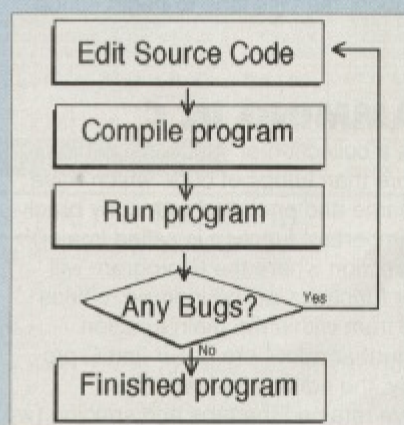
This technique works so well that even code sections written in different programming languages can be linked together. So, for example, if your C program needs an extra burst of speed at a critical point, you could link in a specially written assembly language routine to save the day.



Making a C program with *Lattice C.*



Making a C program with a different compiler.



The edit, compile, link, run cycle.

INGREDIENTS

Before you can learn to program in C, you'll need a C compiler. I know that might seem a bit obvious, but there are always people who will patiently type listings into a CLI or SHELL and expect to obtain a running program. They then telephone the office and demand to know why they keep getting errors like 'Unknown command'. So let's get this straight – to write a C program you will need the following:

1. An Amiga (you can't program a Super Nintendo, sorry).

```
Before you can
program in C you will
need:
1. An Amiga.
2. To recognise a CLI.
3. A text editor.
4. A C compiler.
```

The C programming shopping list.

2. A working knowledge of CLI and SHELL windows. If I ask you to display a text file with the TYPE command, you'll need to know what that means. The Amiga manuals have brief descriptions of the commands you'll need, but if you need more help you'll have to telephone the editor and ask him to pay me to write another tutorial.

3. A text editor. If you haven't bought a third party editor, such as the excellent *Cygnus Ed* or *TurboText* or obtained the spiffing Public Domain editors such as *UEdit*, the programs *ED* and *MicroEMACS* as supplied with the Workbench disks will suffice. You can also use a word processor if you wish, but remember to ensure that the text files saved are pure ASCII, with no tokens or control codes. (Enter TYPE <filename> at a CLI window and make sure what is displayed is exactly what you entered.)

4. A C compiler. The best is *Lattice C* (or possibly *MANX C*), but you'll have to pay lots of dosh for it. Runners-up are *DICE*, which is a bargain of a shareware program, or *NorthC*, which is public domain. You'll also need specific Amiga 'include files', which we'll come to in later instalments.

Once you have satisfied all these requirements, we'll have enough words for a story. Are you sitting comfortably? Good, then it's time to begin. Once upon a time...

PROGRAMMING IN C

A C program is a collection of 'functions', which are nothing more than lumps of code which have been given a name and enclosed with curly brackets. The most important function is called 'main()', for this is the function where the C program will start. Any other functions will be ignored, unless they are called from within the main function.

So without further ado, here is our first C program. Hopefully, the editor and magazine typesetters have retained the tabs and spacing [*we do our best – Ed*]. C is very understanding when it comes to laying out the code, so you have a lot of choice when it comes to arranging your programs. My advice is to use lots of empty lines, tabs and spaces to make every thing easier to read. There are recognised places to put your brackets, but you soon find your own style. Try to be consistent, even if you are consistently wrong.

The text below is a good program with which to test that your compiler is working. Type it into a text editor, and save it to disk with the name 'example1.c'. The ending '.c' is important to identify the file as C source, not only to yourself, but also to your compiler. To get the compiler working you will have to read the documentation which came with your set-up, but with the *Lattice C* system you can type 'LC -L example1' and stand back. The *Lattice* compiler will compile it and link the program automatically, producing some files on disk for you. One of these files will be called 'example1', and if you run it – simply by typing 'example1' at the CLI prompt – you will see an exciting message appear on-screen.

```
/* Example1.c – the hello word example */

main()
{
  printf("CU Amiga\n");
  printf("The Complete Guide to the Amiga\n");
}

/* End of example1.c */
```

Other files called 'example1.o' and 'example1.lnk' will have mysteriously appeared in the same directory. The file ending in '.o' is that object file I was talking about, and the '.lnk' file is a file of instructions created by the *Lattice* system to control the linker program. I don't really want to get into the linking instructions yet, but if your compiler doesn't automatically link your programs for you, you'll need to scour your documentation for example link files to use. The link file produced by the *Lattice* system looks like this:

```
FROM LIB:c.o+"example1.o"
TO "example1"
LIB LIB:lc.lib LIB:amiga.lib
BATCH
```

To link your program manually with *Blink*, you enter the above into a text editor, save it as 'example1.lnk' and type 'blink with example1.lnk' at the CLI prompt. You can see how it takes the object file, 'example1.o', and blends it with the secret herbs and spices in a file called 'c.o', to produce a file called 'example1'. It also makes use of some libraries, where, for example, the 'printf()' function lives. If your program doesn't link properly because it can't find 'printf()', check to see that link file is as above and you have assigned LIB: to point to the correct place.

THE EXAMPLE PROGRAM

Looking at the example program in a little more detail will be helpful. First of all we come across the two commands '/*' and '*/'. You might have thought they were simply for decoration, but to C they are very important. The first indicates that a comment is coming – a comment is something for your benefit only; the compiler will ignore it completely. Until the closing comment marker is met '*/', any intervening text is treated as a comment. Make sure you always use comment markers in pairs, and be careful not to put comments inside comments – that way leads to madness! Thus the text 'Example1.c – the hello word example' is a comment, and is ignored by the compiler.

We next come across the first (and only) function, which has been called main(). The round brackets which come after it are essential, as they tell the compiler that 'main' is a function and not some variable or other. Notice how we use round brackets to enclose parameters in later functions. If we didn't call the function main(), the entire program would be a waste of space, as nothing would happen. Most compilers will go bananas if there isn't a function called main() somewhere.

The curly brackets that follow are in a pair – they enclose the lines of code which make up the function main. They must be curly brackets (shift [and] on UK keyboards), and again they must be in a pair, with a closing bracket following an open bracket.

In between the brackets is the first bit of code which actually does something: two lines which both display text on the screen, using a built-in function called 'printf()'. Like any other C function, printf() has round brackets around any supplied parameters, which in this case take the form of text. Text must be enclosed in double quotation marks (shift-2 on UK keyboards) to mark its start and finish.

You might have thought that my finger slipped and I typed a couple of \n's by accident, but they are there for a reason. As a piece of homework you should find out what the effect is of leaving them out – or putting more in. Try putting a '\n' in the middle of the second sentence.

The final piece of magic spell is the semi-colon. C is fond of its grammar and expects a semi-colon to separate different lines of code. Because C uses the semi-colon to mark the end of a C statement, and not a new line like some languages, you can stick as many statements on a line as you like (within reason) as long as they are separated by semi-colons.

For example, I could have written the main function as:

```
main()
{printf("CU Amiga\n");
printf("The Complete Guide to the Amiga\n");}
```

But I didn't, because that's too hard to read. Before next month, try out the example listing and make sure that your linker is linking properly. Then you'll be ready for the exciting concept of even more functions! Be seeing you.

WHY C ON THE AMIGA?

The Amiga's Workbench – and all the programs that make use of it – rely on an operating system which is itself largely written in C.

The Amiga uses a micro-processor designed by Motorola, called the 68000. The 68000 has a large list of possible commands – called its instruction set – which, when put in the correct order and placed in memory, form programs. These machine code programs are the 'lowest level' that the Amiga can understand.

When you write a program in Assembly Language using an assembler package such as *DevPac*, you are creating a machine code program directly. You therefore have complete access to the instruction set and registers (which are the 'variables' of the machine code language) but must take care that no mistakes are made. Coding in Assembly Language produces the fastest possible programs, but also allows the smallest mistake to result in a system crash ('guru'). The instruction set of the 68000 is very simple, and most programming time is spent writing many lines of code which could have been created with a single statement in a higher level language.

NEXT MONTH

JOHN KENNEDY CONTINUES HIS C TUTORIAL WITH A DETAILED GUIDE TO WRITING YOUR OWN ADDITIONS TO THE LANGUAGE USING FUNCTIONS.



Mat Broomfield returns to catch another innings worth of questions from the outfield.

WORDWORTH FONT DESIGN



I own an A500 Plus and a Canon bubble jet printer which I use with *Wordworth*. I would like to use a lot more fonts than I do at the moment but the only way that I can achieve decent WYSIWYG output is by setting *Wordworth's* Ultraprint feature to Super, which loads in and prints bit-mapped fonts four times larger than the ones on the screen, reducing them to 25% of their size to reduce the 'jaggies'. The problem is that my collection of fonts contains very few with exact multiplications of 400%, thus rendering most of them useless.

I've tried reducing and enlarging bit-mapped fonts using the *Fountain* program on the Workbench disk, but to no avail. For some reason the program goes down the drain every time I try to get it to work.

Is there a font designer out there somewhere, because I can't find one? I'm looking for something that will allow me to re-scale bit-mapped fonts and perhaps create a few of my own. Surely that's not too much to ask?

If such a package exists as PD, then all the better. Incidentally, what's wrong with *Fountain*?
Paul Ryde, Ipswich, Suffolk

I'll answer your last question first because that will solve all of your problems. *Fountain* is not designed for re-scaling bit-mapped fonts; it's for converting Compugraphic fonts (also known as Intellifonts) into a format that the Amiga can use. In case you're not aware, Compugraphic fonts are the scalable typefaces usually associated with desk-top publishing programs such as *Professional Page*. Because the fonts are stored as mathematical descriptions of their shapes, rather than as bit-mapped images, they can be completely resized without any decrease in quality. Workbench 2 is supplied with three of these fonts (Times, Letter Gothic and Univers Medium), and you can buy thousands of them from PD companies.

***Fountain* can also be used to create high-quality bit-mapped fonts in any size provided you have a Compugraphic typeface available to convert them.**

The good news is that *Wordworth* supports scalable typefaces in the first place, so you won't need to bother creating bit-mapped versions. If you are using *Wordworth 1.0*, you should register with Digita immediately to receive your updated program (version 1.1).

Once you've converted a Compugraphic font via *Fountain*, it will appear in the normal font list when you select *Wordworth's* Typeface option. Having selected the font, you can then type in ANY size, and it will be scaled perfectly. When the font is printed, it will appear at the maximum resolution of your printer, with no jagged edges at all.

For people who don't own a 2.0 Amiga, you'll have to resort to creating multiple bit-map fonts. *Calligrapher* should be available from most 'serious' software shops for about £75. Alternatively, you can try getting to grips with *FED*, the font editor supplied with most 1.2/1.3 versions of Workbench.

PC EMULATOR



Most of my friends own PCs and I would like to know what I need and how much it will cost to make my Amiga 500 Plus PC compatible?
Peter Stevens, Lichfield, Staffs

There are currently four PC emulators available for the A500: the GVP PC286, the KCS Powerboard, the AT-Once and the AT-Once Plus. All four emulate a 286 PC, although the AT-Once Plus and the PC286 use 16-bit processors running at 16MHz, and are the fastest of the four. Having said that, the AT-Once Plus has been criticised for being somewhat unreliable. The standard AT-Once (dubbed the 'Classic') is the cheapest of the four at only £139, although the PC286 is about to see a major decrease from its current £249 price tag.

The PC286 is designed solely to fit into a GVP A530 or Series 2 hard drive, so if you don't own one of these, it's no good to you.

So, that leaves the KCS Powerboard, certainly the most user-friendly of the boards, because it simply plugs into the RAM expansion port under your Amiga. Although it is capable of emulating CGA and VGA screen modes, in VGA there is some degradation as the Amiga is not capable of outputting the 256 colours in high resolution that VGA requires.

As you would expect, the boards all come with software, and all are capable of running Windows 2 and 3. The Powerboard is a little slow when it comes to running software, but if you have an accelerator it will take advantage of the fact.

If you own a GVP drive, the PC286 is certainly your best bet. If not, the KCS Powerboard seems to have the edge in terms of ease of use and reliability.

DELUXE MUSIC SCORES



I'm looking for a good quality printer for printing my *Deluxe Music Construction Set* scores. I was told that ink jet printers offer very good printing quality, however all I can afford is £160, and the only one that I can find in that price bracket is the Commodore MPS-1270.

Is this any good for what I need, or is there a better choice that you would recommend for use with *Deluxe Music*?

Do you know if Electronic Arts have any plans to release a new version of *Deluxe Music*? The one I'm using now is version Beta 4.
Fahad Al Kindy, Seeb, Oman

I'm not familiar with the Commodore MPS-1270, but providing it has a resolution of at least 180 dots per inch I see no reason why it shouldn't give reasonable quality.

I used to print *Deluxe Music* scores on my old Epson compatible 9-pin Mannesman Tally, and they came out fine. When I upgraded to a Canon BJ-10, the program wouldn't print properly anymore, and kept performing form feeds at the end of every stave. I've never found out why this happens, but a number of other people using different printers also report the same problem. Perhaps it might be wise to try the printer before you buy it, or at least try to buy an Epson compatible machine.

Another way of printing scores using any printer, is to use a dedicated program such as *Copyist*, a professional notation printing program that can load MIDI files and convert them into scores.

Unfortunately, at £100 for the amateur version, and £250 for the professional one, it's probably way outside your price range.

Many MIDI packages such as *Dr T's KCS*, *Bars 'n' Pipes* and *Rave* can also print full scores. At £70, *Rave* may be a good solution for you... and it plays sound samples too.

As for future upgrades to *Deluxe Music*, I asked Electronic Arts this same question, and although nothing is planned, they said that they might reconsider if they received enough requests for a follow-up. Mind you, judging by your version number, I can't help wondering whether you actually bought your copy in the first place...

INTRO MAKER ON THE A500+



Is there an *Intromaker* that runs on the A500 Plus?
Peter Stevens, Lichfield, Staffs

I don't know if you're referring to a specific program called *Intromaker*, or merely a generic utility for creating boot blocks or menus. 17-Bit software sell a pair of disks titled The Ultimate Boot Block Collection, which contain dozens of boot and menu selector programs. I can't guarantee that any of them are Plus compatible, but this is the largest collection of Intro programs available so it's worth a try. Phone them on 0924 366982, and ask for disk numbers 1655 and 1656.

OFFENSIVE PROGRAM



I've been given an auto-booting games disk that contains a number of offensive words in its intro. Is it possible for me to remove these words from the program?
L.G. Ottaway, Upper Hutt, New Zealand

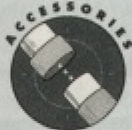
It's a dead cert that the offending words can be removed, the question is whether you are capable of doing so. No, I'm not being sarcastic, but it may be that the level of knowledge required to clean up your program is beyond your capabilities.

If they are simply inserted as an Echo statement in the start-up sequence, you can simply load it into *Ed* or a similar text editor and remove the entire statement. However, if they

have been hard-coded into the program's executable code, you would probably need to disassemble it to get at the text. If you're certain that this is the case, and you're handy with *Devpac*, perhaps you might care to attempt it (on a backup copy of course!).

Provided the disks are in DOS format, and the intro doesn't contain instructions that boot the game, you could always try simply copying the game files (and any associated data) to a blank disk and writing your own startup-sequence.

MODULATOR MOAN



I must complain about the design of the A500's TV modulator. Why couldn't Commodore put feet on it which are long enough to reach the desk top? Mine certainly doesn't, the result of which is that it is going faulty already.

Peter Stevens, Lichfield, Staffs

I agree that the design of the TV modulator is not the best thing in the world. A lot of people accidentally damage them when they lean their computer back to get at the RAM expansion slot. I know that there is a company that manufactures extension cables for the modulator so that you can position it wherever you like (within reason of course!). Unfortunately, I can't remember where I saw the cable advertised, but you could always give Videk a ring on 081 204 6690. They seem to make cables for just about everything else.

Alternatively, you could always wedge a bit of card under your modulator...

MORE SOUND CHANNELS



My greatest hobby is using the Amiga to create music, but I've started to realise that four sound channels aren't enough. It seems that the only computers with eight channel sound are 32-Bit machines that cost over £500, and none of them are Amigas.

Is it possible to link two Amigas together, and run a program such as *OctaMED* on each one, so that the two machines act as one big computer with eight channel sound?

I think that the answer may be to link both computers to my Hi-Fi using leads from Tandy and synchronising the start of each song somehow, but I don't know how to get both computers to start simultaneously. I can get hold of a second-hand Amiga for about £200, so please help me before I get desperate and spend hundreds of pounds on a different computer!

Peter Rimmer, Fallowfield, Manchester

I never cease to be amazed at some of the letters that I receive. Some are funny, some are boring, but it's imagination and ingenuity such as yours that really make my day. What a brilliant idea!

It is possible to link two Amigas together, although I'd never considered doing it for musical purposes before.

It may be that you could do something using the serial port and a null modem cable (such as the type used for data-link games), but I don't have a clue how you could use that to synchronise the two machines.

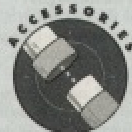
Another more likely prospect, is that you could buy two MIDI interfaces, and set one Amiga up as a 'slave' to the other, thus allowing easy synchronisation of songs, etc. I'm not certain how you would give the slave a MIDI ID number, which you would presumably require in order for it to accept MIDI commands from the controlling computer. I suggest that you get hold of a copy of The MIDI Handbook to learn more about this subject from your local bookshop.

Mind you, *OctaMED* does let you use eight track sound anyway. Just click the number '8' on the Play options screen (it's beside the word 'STOP'). Then go into the Block menu and click '8' at the top of its screen so that you can see all eight tracks at once. I must warn you, there is quite a severe drop in sample quality when working with eight tracks.

Another alternative is to buy a MIDI instrument. For less than the price of your second-hand Amiga, you can buy a cheap and cheerful mini-keyboard that lets you play 16 voices at a time, in addition to the four sample channels that the Amiga can output.

If you don't need a keyboard, but you do have a bit more money, you might like to consider the Roland Sound Canvas, a superb synth module that uses up to 16 instruments at a time to play a maximum of 24 notes simultaneously. With a choice of 127 different performance quality instruments (many of which have several variations), ten drum kits and a range of weird and wonderful sound effects, it's worth every penny of its £450 cost.

FLOPPY DRIVE DISASTERS



I have had my A600 for about six months now and according to all the literature I've read, it's possible to run more than one external floppy drive from a bog-standard 1Mb machine. I've spent lots of money on two floppy drives only to find that they won't work when daisy chained to the Amiga.

It's not enough merely to switch DF2: off either, I have to physically disconnect it from DF1:. Either drive works fine as DF1: provided DF2: is not connected at the same time.

The only thing that they do when chained together is read. If I try to write to a disk I almost always get a checksum error 880, then the disk goes NDOS.

The internal drive works fine with any configuration by the way. Do I have a faulty machine, or have we all been mislead?

Ray James, Ammanford, Dyfed

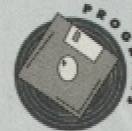
No, you haven't been mislead. In fact, it's possible to add at least three external drives to the Amiga, but there is a catch; any more than one external, and you'll have to use drives that have their own power supplies. The Amiga power supply is simply not up to the task. In fact, it wouldn't surprise me if your computer crashes when you have both drives connected, especially if you have extra RAM too.

What usually happens, is that your Amiga appears to work fine for half an hour to an hour, but after that it simply gives up, and won't work again until your power supply has cooled down.

It's possible to buy special low power consumption drives to get around this problem, you might try the Roctec drives from Evesham micros. Alternatively Power Computing sell a double drive for about £100. Phone Evesham on 0386 765500. Power can be found on 0234 843388.

Another alternative would be to buy a higher powered supply, and there are a number of these available too. Try Power Computing on the number given previously.

ADVENTURE WRITER



Being a massive fan of the *Monkey Island* games, I have the urge to create an adventure game of that type for myself.

I've searched through all of my computer magazines and one package that sounds appropriate is *Visionary*, an adventure game creator. I've heard that the software is better suited to *Eye of the Beholder* type of adventure games.

What do you think? Are there any other similar packages around, or would *Visionary* be ideal for my purposes?

Steve Thomas, Beddau, Mid Glamorgan

As far as I'm concerned, *Visionary* is the bee's knees, but I don't really think that it's suitable for what you want. The package is absolutely perfect for creating text (type-in) and text with graphic adventures, and as you correctly mentioned it can also handle *Eye of the Beholder*-type games (although personally, I don't feel that this is the program's greatest strength).

To be honest, I've never heard of a program to create the type of game you're interested in. Electronic Arts publish the *Adventure Construction Kit* with which you can create *Ultima*-style games, and there are a couple of PD and licenceware offerings for creating text adventures. Check with your local PD library.

A600 D-PAINT



I am planning to buy a hard drive, but after seeing the arrival of the A600HD I was considering selling my A500 and buying that instead. This would work out much cheaper than buying a separate hard drive. Do you think that I should do this, because the only thing I use the keypad for is the Perspective feature of *D-Paint*?

Tom Campbell, Selby, N. Yorks

This would seem to be one viable solution to your situation, but there are two things that you should also consider:

1. The greatest mistake that most people make when buying a hard drive, is to buy one that is too small for them. Twenty or even fifty megs may seem like a lot of storage capacity compared to what you're used to, until you consider a game such as *Monkey Island 2*, which occupies something like 12 Mbs on its own! Just because you can't think of much to put on a hard drive now, you'd be amazed at how many ideas you have once you purchase the drive!

2. At some future time are you likely to require the expansion facilities that your A500 offers you? Of course, the A600 has the PCMCIA slot which has a great deal of potential, but at the moment there's nowhere near the variety of peripherals available for it that the A500 has.

Provided neither of these factors have changed your mind, then go ahead and sell your 500 and buy a 600. It has a 2.0 operating system, and is a great deal more reliable than the 500.

NEW AMIGA ACTION REPLAY MK III

STILL ONLY £59.99

AMIGA A500/500+
FOR 1500/2000 VERSION £69.99



THE WORLDS MOST POWERFUL FREEZER-UTILITY CARTRIDGE

JUST LOOK AT THE UNMATCHED RANGE OF FEATURES

- **SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK**
  Special compacting techniques enable up to 3 programs to fit on one disk. Now saves directly to disk as Amiga Dos - reloads independently of the cartridge - even transfer to hard drive! Works with up to 2 Megs of Ram - even 1 Meg Chip Mem (Fatter Agnus).
- NEW **SUPER POWERFUL TRAINER MODE -**
  now with DEEP trainer. Even better than before - allows you to generate more or even infinite lives, fuel, ammo. Perfect as a Trainer Mode to get you past that " impossible" level. Easy to use.
- **IMPROVED SPRITE EDITOR**
  The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. PLUS A RANGE OF IMPROVED FEATURES.
- **VIRUS DETECTION**
  Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.
- NEW **BURST NIBBLER.**
  Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.
- **SAVE PICTURES AND MUSIC TO DISK**
  Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.
- NEW **PAL or NTSC MODES SELECTABLE -**
  Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).
- **SLOW MOTION MODE**
  Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!
- NEW **MANY MORE INSTANT CLI COMMANDS -**
  like Rename, Relabel, Copy, etc.
- **RESTART THE PROGRAM**
  Simply press a key and the program will continue where you left off.
- **FULL STATUS REPORTING**
  At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.
- **POWERFUL PICTURE EDITOR**
  Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!
- NEW **JOYSTICK HANDLER -**
  allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.
- **MUSIC SOUND TRACKER**
  With Sound Tracker you can find the complete music in programs , demos,etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!
- **AUTOFIRE MANAGER**
  From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!
- NEW **IMPROVED RAM EXPANSION SUPPORT.**
  Now many more external Ram Expansions will work with all Action Replay III commands.
- **DISKCODER**
  With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. 'Tagged" disks will only reload when you enter the code. Very useful for security.
- NEW **SET MAP -**
  allows you to Load/Save/Edit a Keymap.
- **PREFERENCES**
  Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.
- **DISK MONITOR**
  Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.
- NEW **IMPROVED PRINTER SUPPORT -**
  including compressed/small character command.
- **DOS COMMANDS**
  Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.
- NEW **FILE REQUESTOR -**
  if you enter a command without a filename, then a file requestor is displayed.
- **DISK COPY**
  Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.
- NEW **PLUS IMPROVED DEBUGGER COMMANDS -**
  including Mem Watch Points and Trace.
- **BOOT SELECTOR**
  Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.





PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING:-

- Full M68000 Assembler/Disassembler • Full screen editor • Load/Save block • Write String to memory
- Jump to specific address • Show Ram as text • Show frozen picture • Play resident sample
- Show and edit all CPU registers and flag • Calculator • Help command • Full search feature
- Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers • Notepad
- Disk handling - show actual track, Disk Sync. pattern etc. • Dynamic Breakpoint handling
- Show memory as HEX, ASCII, Assembler, Decimal • Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!

WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics Ltd., neither condones nor authorises the use of it's products for the reproduction of copyright material.
The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given.
It is illegal to make copies, even for your own use, of copyright material, without the express permission of the copyright owner, or the licencee thereof.

DATEL Electronics LIMITED

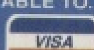
HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] 0782 744707 CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....



DATEL ELECTRONICS



GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

DATEL LONDON SHOP



222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 5806460

A/F AAR IIIc

PRINTER CABLE



I have acquired an ICL Microline 84 printer and I would like to make up a cable to connect it to my Amiga. Could you please let me know what pins on the printer are connected to what numbers on the Amiga?
R.Doxey, Brimington, Derbyshire

Why re-invent the wheel? There are loads of perfectly adequate cables already available for just about every printer under the sun, and most of them only cost between £10 and £15 each anyway.

Chances are, your printer uses either a serial or parallel cable (parallel is more popular). If this is the case, any standard PC printer cable will do, and you can buy these from Dixons or Tandy.

Incidentally, you can find schematics to the printer ports in the appendices at the back of the manuals that came with your Amiga.

SETKEY STUNNER



I have a problem with *Setkey*. I know how to create standard redefined keymaps, but I want to use a menu picture to display the key choices, i.e. F1, F2, F3 etc.

When I press F1, the utility loads up fine, and when I quit the utility it returns to the title screen. The problem is, none of the other utilities load up after that, in fact nothing happens at all. I end up having to soft reset my Amiga.

Is there something that I'm supposed to type in after the name of the utility when setting up a *Setkey* file so that the whole disk reloads when I quit out of each utility? If so, do you know what the command is, because I've tried everything I can think of without success.
Ian, Plymouth

Here's a useful tip when you're creating a keymap with *Setkey* – instead of defining the function keys to load a particular program, get them to execute a script file. For example, the definition for F1 might read Execute DF1:key1. Key1 should then be a standard ASCII text file containing the commands you want to execute.

Doing it this way has two advantages: firstly, the program commands are easier to edit from a text file than they are from *Setkey*. Secondly, you don't need to redefine a new keymap each time you create a different compilation disk; just change the contents of your text files.

So, back to your problem. It could be that the program that you load activates a different keymap to the one you've defined. Therefore, when you quit out of it, the function keys no longer do what you programmed them to.

The easy solution to this is simply to reset your keymap after you've exited the program. You can usually do this with the same file that you used to load the program with. For example, take the following text file:

```
picend titlepic
runmyutility
picload titlepic
setmap mykeymap
```

The first line is used to cancel the menu screen, assuming you're using *Picshow* to display it in the first place. This guarantees that there are no program conflicts between *Picshow* and the utility you're loading. The second line loads the utility. Most utilities will pause execution of the remaining CLI commands until they have been exited. The next two lines will only be executed when the utility ceases to run. The third line re-displays your menu screen, and the fourth re-activates your keymap.

Unfortunately, this solution won't always be enough to solve your problems, but I'm afraid only experience will help you there. There are just too many permutations to offer every conceivable solution.

If you've been buying CU for a while, it's worth taking a look at some of the cover disks between about June and December of 1991 because they used *Setkey* in a variety of ways, and it may help if you take a close look at a few of them.

UNEXPECTED EXCEPTION



Reading your answer to Ben Ritchie's question about the start-up screen's colours, you said that you didn't know what it meant when the screen turned yellow. According to you, this represents something called an 'Unexpected Exception'. In my amateur view, this means exactly what it says!

I switched my computer on and was shocked to be greeted by the yellow screen. After 15 frantic minutes, I realised that I'd forgotten to turn on the power supply to my A590 hard drive. When I turned it on, everything worked perfectly.

I presume therefore, that a yellow screen means that the computer is in some way being affected by external equipment. To the computer this represents a very unexpected exception!

As I could be completely wrong in my assumption, I'd appreciate it if you would find out the correct meaning in case it ever happens again.
Noel Lynch, BFPO 34

Good try Noel, so far as I know, you could well be right! However 'Unexpected Exception' could just as easily have something to do with the power supply, the DMA chip or anything else, so your theory doesn't really bring us much closer to an exact answer does it?

As for finding out the correct answer, it was Commodore's UK technical support line who told me about the unexpected exception in the first place. They also told me that they didn't have a clue what it meant. Impressive, eh!

SECOND SETKEY



After struggling for ages, I finally worked out how to create and save a keymap with Setkey. I stored the keymap in the Devs directory and edited the start-up sequence so that it reads:

Setmap gb
DF0:C/PPshow DF0:C/Menu

This loads the menu up, but the keys are not working properly. I feel like smashing the computer to bits! Can you help?
Alan Welshman, Southmead, Bristol

Sure, give me your address and I'll pop round with a hammer... Oh, can I help with your *Setkey* problem? Well, I can certainly try.

I seem to vaguely remember something about replacement gb keymaps not overwriting the old ones in RAM, and this might be the cause of your problems. In the first place, it's not a good idea to save a redefined keymap under the name 'gb' as this can cause you or other people more confusion later. Nor can you simply rename the keymap from CLI. If I remember correctly, the file name is in some way encoded into the data, and renaming it just makes things worse.

Start by creating or modifying a keymap using *Setkey*, then save it with a unique name such as 'Mymap1' or something like that. Now check your start-up sequence to ensure that there are no other Setmap commands in there. If there are, delete them. Add a line such as 'Setmap mymap1', then save the start-up sequence. Reset your computer and load the new disk and everything should work okay. Incidentally, the example disk you sent me didn't contain any keymaps, and didn't have the setmap command in your start-up sequence! Oh, and the Setmap command is meant to be in the C directory (although the root directory will do, you can end up with a huge root directory if you keep doing this).

AMOS OUTPUT



I recently purchased *AMOS* but I have one problem: there is no mention of how to obtain a listing or screen dump of my programs via the printer – any ideas?
Keith Robertson, Edinburgh, Scotland

You can print all or part of an *AMOS* program with the LLIST command, but printing screens is more complicated. There are two ways of performing screen dumps, and both will need an extra program which you can buy. The CLI screendump routine is accessed as an *AMOS* Procedure, and is easier to use, but it also requires more memory. You can buy it from Deja Vu Licenceware. Give them a call on 0942 495261. The second method is by using the Screendump Extension which actually adds a new *AMOS* command ('=Dump') to your arsenal. This is by far the more powerful of the two commands, as it allows you to change the way that screens are actually printed. It's available from the *AMOS* PD library on 0792 588156. Incidentally, the =Dump command originally required a screen number parameter after it, but it has since been rewritten by Francois Linnet and no longer requires it.

GAMES IDEAS



I have a few ideas that I think would make good games. How do I contact someone to sell the ideas or get them made into games?
Adam S.Griffeths, Newport, Gwent

I would imagine the simplest thing is to approach software developers with your ideas, although they'll need to be well thought out. I know Codemasters will always examine any proposals sent to them, and I'm sure that many other companies would too. Don't forget to protect your copyrights before you send anything. The cheapest way of doing this is to send yourself a copy of your ideas by registered post (in a sealed envelope), then don't open the envelope under any circumstances.

You could try advertising for programmers in the small ads at the back of CU. Better yet, learn to program and write the games yourself! ➤

PRINTER DRIVERS



Having seen your recent printer special I have produced a disk containing drivers for most popular printers which I will be distributing through my PD library. The disk costs £1.25 including postage and packing, and all orders are usually despatched within 24 hours. Any of your readers who are interested can obtain the disk by sending a cheque payable to M.J. Boyden at ComputerBug PD, 4 Ploverly, Werrington, Peterborough, PE4 6HZ. Tel: 0733 578728.
Matthew Boyden, Peterborough

Well, there's nothing like a bit of free enterprise to get the old economy moving. Matthew enclosed a list detailing the 58 drivers included on the disk. There are many standard ones such as the EpsonX and HP Laserjet, as well as a selection of less common ones such as the Canon 48.020, Postscript and Directions.text (Proprinter). I suggest you call to see if he can help before you send your money off.

UNSOUND SAMPLERS



A couple of weeks ago I purchased the *Technosound* sampler, and I found that I could not get any sound through it. I have to turn the sound on my Hi-Fi on full blast to be able to hear anything, and even then its very faint and crackly. I tried a different sampler and found that it was the same, so I've come to the conclusion that it must be my computer.

I haven't had any problems running any programs, etc. but I did notice that my Workbench screen shows '837764 graphics mem, 0 other mem' but in the manual's screen shot it shows '920376 graphics mem, 912952 other mem'. I've also noticed that I can't load the demo animations supplied with *D-Paint III*, even using the player utility. I simply receive a message saying 'Not enough memory'. Have I blown a chip somewhere?
M. Barkhordar, Woodloes Park, Warwick

I would say that you've almost certainly blown a chip in at least two places, your samplers! If not, then you're very lucky indeed.

The absolute worst thing that you can do to a relatively cheap sampler, is to pump too much volume through it. They're like speakers, they have a maximum limit, and it's not very high at all. A sampler's integrated circuit is designed to handle about 5 volts, and many Hi-Fi's are capable of outputting 40 volts, so you can see the danger.

The safest thing is to start with a volume of zero, then gradually turn it up until the level is right. Don't rely on the volume level coming out of your computer either – use the waveform display to gauge how high the signal level is. If the waveform exceeds the height of its window, then the volume is probably too high.

Assuming you haven't damaged the samplers, a number of questions spring to mind. Are you using the correct cables (stereo or mono)? Are you using the right software? Have you specified the right type of sampler in your software? Have you tried using the 'Monitor input' option of your software to check the sound input before you try and sample it? Does your Hi-Fi output an amplified signal, or does it need to be amplified externally?

These are all questions that you should answer before giving up. If after all that, you still think that your computer is faulty, try the samplers on a friend's computer, or on one in the shop where you bought them from if possible. If the samplers work, then you know the problem lies with your computer.

The amount of free memory makes no difference to your ability to monitor a sample, and even with only half a meg you should be able to record at least a short sample.

I think it's quite unusual to damage the parallel port (where the samplers are plugged in), but it's always a possibility. If all else fails, perhaps you should get your computer looked at by somebody?

Incidentally, the amount of free mem shown in the Amiga manual is merely an illustration, and is not to be used as a direct comparison with your own computer. Obviously the computer that they used had a 1Mb fast RAM upgrade, that's all.

CRUMMY CPU



I have a 1.3 Amiga with an A501 memory upgrade and a Cumana external disk drive. Every 10 months or so my CPU calls it a day. I know it's the CPU because the repairman says so. He replaces it, says 'I don't know what caused it, but it should be OK now', and sends me a £37 bill and a three month guarantee. All is well for another couple of months, then it starts to die. The Workbench icon looks like a Picasso and nothing will load.

I've made no modification to my computer, but I was wondering if my add-ons could be contributing to its demise in some way? The extra drive is fine, but the clock battery in the 501 is dead. Also, I can't get the Speech to work properly; regardless of what I type, the voice remains the same.
Phillip Ellis, Flockton, W.Yorks

Your drive and RAM upgrade shouldn't be affecting your computer at all, after all, it was designed to cater for them. The trouble with this sort of gradual problem is that there could be so many factors contributing to the failure of your CPU, it's very difficult to pin down to one definite cause. In the first place I would think about changing your repairman. The one you're using may well be perfectly competent, but he doesn't seem to be much help in the long term.

I can't help wondering if there's some sort of problem with your power supply, either the transformer unit, or your mains supply. It may be worth getting a filter plug which will cut out any power spikes that might be harming your computer. I used to have a very 'dirty' power supply and my computers used to blow regularly. If you suspect that your household supply is at fault (especially if other household appliances seem to have an unnecessarily short lifespan) you can ask the electricity board to run a check on it for you. They'll come round and attach a recorder to your electric supply to check for any problems. The recorder will operate for anything from a week to a month, after which time they can decide whether any action needs to be taken.

ELECTRON GAMES



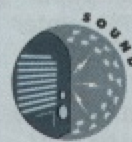
I have an Acorn Electron and over the years I've collected a large number of text adventures on tape.

Is there any way that I can use these games on my Amiga with the BBC Emulator either by putting them on disk or by plugging a cassette player into my Amiga?
J Grant, Stanmore, Middlesex

I think that the BBC Emulator only allows you to use programs written in Basic. If I remember correctly, there was an accessory that allowed you to connect a BBC disk drive to the Amiga but there is certainly nothing available to connect an Electron tape player.

If the adventures are in Basic you could always print out the program listings and retype them manually...

SONG SAMPLING



I purchased *Mega-Mix Master* and after several attempts at trying to sample a whole song I discovered that I needed more memory. I have 1Mb at the moment: how many megs would I need to sample a five minute song and how much would it cost?
James Pegg, Leicester

The amount of memory required for sampling depends on the rate at which you record a sample. Lower rates enable you to sample for much longer but the quality of the samples will be lower as a result. With 2Mbs of RAM there is no reason why you can't record a full five minute track at a suitably low rate.

Another alternative would be to sample straight to disk, and this is especially effective if you own a hard drive. In such circumstances it is possible to record an entire album's worth of music in one go!

Some samplers only allow you to record samples using chip mem, and if this is the case with *Mega-Mix Master* then you may find that you have to upgrade the size of your chip RAM before you can record a full song.

HAM CONVERSION



How do I go about transferring HAM pictures for use in *Deluxe Paint III*? I've tried using V-ILBM, but this simply produced an uneditable picture. When I tried to load a picture I received a message 'Sorry can't load HAM pictures'.

I believe that I need to alter the start-up sequence or similar.
W. Vougelsang, Dunoon,Scotland

It is not possible to load HAM pictures directly into *D-Paint III* because it can only handle normal and half-brite modes. You can convert HAM screens down to 64 colour mode if you need to. A program such as *Pixmate* is ideal, although I believe there are even some public domain programs available which will do the job (HAM-Lab seems to ring a bell). You will lose some colour definition in the conversion simply because HAM mode uses up to 4096 colours at once.

ANY QUESTIONS?

If you have any questions that you need answering drop me a line. As long as it isn't a games query (send it to Play to Win) I'll do my best to get an answer for you as soon as possible.

The address is, as ever: Mat Broomfield, Q&A, CU Amiga, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

OCTAMED SPECIAL



Since we gave you *OctaMED Professional* on our July cover disk, the phones have really been buzzing. A number of you wanted more information, so we're devoting a page to your queries. I must thank Teijo Kinnunen, *OctaMED's* programmer, for his help with some answers.

HARD DRIVE INSTALLATION

After copying *OctaMED Pro* to my hard disk, my computer kept saying 'Can't open OctaMED.gfx1' when I tried to load it. There are no files of this name on the cover disk so what's happening, and how do I install the program properly (if it can be installed at all)?
Grjeten Uit, Vlissingen, Holland

***OctaMED* can be installed on a hard drive, and it works wonderfully. To install it you need to make an *OctaMED* directory and copy the following files to it from the root directory of the CU cover disk:**

CUAMIGA.gfx1
CUAMIGA.gfx2
CUAMIGA.gfx3
CUAMIGA.gfx4
CUAMIGA.gfx7
OctaMED
OctaMED.info

You should also copy MED_paths to the S directory of your hard drive. Finally, open the libs directory of the cover disk and copy the following files to the libs directory on your hard drive:

medplayer.library
Octaplayer.library
Powerpacker.library (if it isn't already on your drive).

That's all there is to it, have fun!

MIDI FORMAT

Can you please explain how to load MIDI files into *OctaMED* so that I can replay them through my Yamaha PSR38? I have a number of AM/FM disks that contain various MIDI files which I can load into *Sequencer 1*, but I don't seem to be able to load them.
Mike Hemming, Studley, Warwickshire

Although *OctaMED* can output tunes via your MIDI keyboard, it is not able to load 'standard' MIDI files, to the best of my knowledge. In fact there are several different MIDI standards on the Amiga anyway. *Music X* has yet a different music format, although using the program *AMFC* (from Amiganuts) you can convert *OctaMED* songs to *Music X* format.

SAMPLE MEMORY

When I try to use a lot of samples with *OctaMED*, I frequently run out of memory. Is it possible to increase the memory, into which samples are loaded, using an 8Mb expansion?
Neil Frazer, Farringdon, Sunderland

I believe *OctaMED* restricts the size of any single sample to 131072 bytes (about 130k), but there's no reason why the program can't use all eight megs of your proposed RAM expansion to store samples in.

EIGHT TRACK MODE

What kind of processor would I need to enable me to use all eight tracks at once? Where can I get one, and can I fit it myself? Will I be able to disable it in case of compatibility problems?
Neil Frazer, Farringdon, Sunderland

You can use all eight tracks without buying a new processor, however, the sample rates are halved, reducing the sound quality by at least 50%. To use eight channels, click the button numbered '8' on the Play screen (below the HQ button). This puts you in 8 channel mode. Now to see all eight channels, click BLOCK in the main options palette, then click the TRCKS:8 button to change the screen display.

If you have the right processor, you can increase the quality of the sound in eight track mode by clicking the HQ button on the PLAY screen.

You'll need a 68030 processor or higher to use this feature, but I think that you can only connect these to the A500 in the form of an accelerator board. An '030 accelerator will cost you hundreds of pounds at least.

Most accelerators can be disabled in case of compatibility problems.

SLOW TEMPO

The first 10 digits of the primary tempo are reserved for *Soundtracker* compatibility. Does this mean that an *OctaMED* tempo of 11 is the slowest setting, and is actually equivalent to 0?
Steve Gore, Southend, Essex

Yes, a tempo of 11 is as slow as *OctaMED's* primary tempo will go. However, this doesn't take account of the secondary tempo, which can also be used to adjust the replay speed. As you increase the secondary tempo, the overall replay speed decreases, so to set the absolute slowest speed, use a primary tempo of 11 and a secondary tempo of 20.

When you are recalculating tempo values in relation to a tempo you have already set, you should treat the primary tempo as having started at 0 (even though 11 is the first value you can use for *OctaMED* tempos). For example, the current primary tempo is 21 in hexadecimal (33 in decimal), and you want to increase it by a third. Simply divide this number by three, and add the result to the original number, i.e., in hex 21/3+21=2C (in decimal 33/3+33=44).

SOUNDTRACKER INCOMPATIBILTY

Although *OctaMED* has a *Soundtracker* save option, I find that the tempo is all screwed up. Why, and can I avoid this?
Richard Maize, Pett, East Sussex

If you are adjusting the primary tempo of your songs, you may run into problems. Although values below 11 are used for *Soundtracker* compatibility, the results are far better if you set the primary tempo at 33, and only adjust the secondary tempo for speed changes. You can set the secondary tempo using the '9' command, i.e. C-3 10914. Reading from left to right, this plays note C of octave 3 using instrument 1 and sets the secondary tempo to 14 (in hexadecimal). You should also be careful not to use player effects commands that *Soundtracker* doesn't support.

MIDI PITCH SLIDES

The slide effects (player commands 1 and 2) don't seem to work at all well in MIDI. Why not, and what's the alternative?
Letitia Peran, Horncastle, Lincs

The slide effects do work, but they function in a totally different way to when you are working with samples. When using samples, the value after the slide command tells *OctaMED* how far to slide in semi-tones (a semi-tone being the smallest amount by which you can slide).

When you use the slide commands with a MIDI instrument, they control the pitch-bender which is not graduated in semi-tones. A MIDI pitch-bender understands a decimal range, which apparently varies from instrument to instrument. To make things more complicated, this range doesn't represent a constant or specific amount of pitch change, it's all relative to the settings on your instrument and your personal preferences.

Most MIDI instruments that accept pitch-bender information allow you to specify the maximum range (in semi-tones!) by which the pitch may be altered. For example, you could specify that the maximum is only one semi-tone, which would mean that an *OctaMED* pitch-bend value of FF would barely change the pitch of a note by one semi-tone.

With my instrument I find that the easiest thing is to set the maximum range of its pitch-bender to 12 semi-tones (one octave). As I rarely need to bend a note beyond this, it's more than adequate. To slide by a full octave, I send a value of 8D which seems to do the trick. You may have to experiment to find your ideal settings. The pitch-bend command DOES NOT reset the pitch of a note after the change has been performed. If you lower the pitch of an instrument by one semi-tone, it will continue to play ALL notes using that instrument one semi-tone lower until you tell it otherwise.

The easiest way to reset the pitch of an instrument is by sending a pitch-bend of zero, i.e. C-3 10100, or C-3 10200 (either version will work). One thing that you should beware of is the fact that pitch changes are cumulative until the pitch-bend has been reset. Therefore, sending a value of 01 five times has the same effect (only slower) as sending 05 once!

RAM SPECIAL



Some sort of RAM expansion is probably the first and most popular upgrade for Amiga owners. But along with a bewildering choice of expansions there comes a vast amount of problems. This special is devoted to answerring some of the more common problems that readers have come across.

RAM MEANING

I have heard the A501 described as RAM, memory, fast RAM, an upgrade and an expansion. Why are there so many different expressions, do they all mean the same thing? What is the difference between RAM and ROM?
Stuart Turner, Stroud

The expression RAM is an acronym for Random Access Memory, and its full name refers to the fact that any part of it can be accessed at any time for reading or writing by the Amiga. ROM stands for Read Only Memory, and as it says, you can only read information from such chips, nothing can be written to them, so their contents cannot be changed. The Amiga's operating system is stored on ROM chips, although there is a 512K RAM area into which programs can be loaded (1Mb on the A500 Plus and A600).

There are two types of RAM which the Amiga recognises: Chip RAM, and Fast RAM. Extra memory added to it (such as the A501) usually comes in the form of Fast RAM, whereas internal memory is described as Chip RAM. See the next letter for a more complete explanation of the difference between these two types.

Upgrade and expansion are just phrases used to describe the RAM's function in relation to your computer, i.e. they expand or upgrade its facilities, and in some cases, its capabilities.

FAST CHIPS

I keep on hearing Chip and Fast RAM mentioned, but I don't know what it all means except Chip RAM seems to be preferable for some reason. Why is that?
Joshua Cohen, Queens, New York

For most applications, Chip RAM is preferable, although not always essential. Information stored in Chip RAM can be accessed directly by the Amiga's custom chips (such as the 'blitter' which handles fast graphics manipulation), whereas information stored in Fast RAM has to be copied into Chip RAM before it can be used. This transfer takes time and can obviously slow things down to unacceptable levels when processes (such as sound sample handling or animation) require rapid manipulation.

In the early days of the Amiga many packages had to use Chip RAM, but nowadays, most software can take advantage of Fast RAM, or can even read and write directly to disk in real time. Although Chip RAM limitations have been minimised, having a lot of it will still enhance certain operations.

By using the 8372 or 8375 Agnes chips, most Amigas can be upgraded to one or two megs of Chip RAM.

UPGRADE CONFLICT

I have an A500 with a half meg upgrade and I was considering buying a GVP Series 2 hard drive. My internal expansion can be converted from Fast to Chip RAM by cutting and joining some tracks on the computer's mother board and fitting a new Agnes chip, but I was wondering if this adaptation would affect any RAM that I have installed on my hard drive?

Can you tell me of anywhere that sells SIMMs cheaply?
Craig Homer, Halesowen, West Mids

The GVP drive has auto-configuring RAM which will not conflict with any Chip RAM that you have on-board your computer. However, the A500's Gary chip is only capable of addressing (speaking to) 8Mbs of Fast RAM, therefore if you had two megs on your computer, it would be pointless adding a full eight to the hard drive. Having said that, I recently saw a 9Mb expansion for the A500 advertised, which seems to contradict everything that Commodore and developers have said is possible. We'll just have to see if it was a mis-print or if they've found a way to stretch the limitations of the humble A500...

I believe Cortex sell 1Mb 16-Bit SIMMs for about £25 each. Phone them on 051 236 0480. Gordon Harwoods sell 4Mb 32-Bit SIMMs (for the A530 Turbo) for well under £150 each. Phone them on 0773 836781.

HOW TO UPGRADE?

I own a 1.3 Amiga with a GVP Series 2 hard drive (unpopulated), a KCS Powerboard and an Epson LX-800. Although I have 1Mb of RAM at present, I'd like to increase this as inexpensively as possible, since I'm a student on a tight budget.

I understand that the GVP will house SIMM chips, though I'm told that one has to buy them two megs at a time. I've also seen an advert in a magazine claiming to be a 'fatter Agnes' of 2Mb (8372B/PAL) at a much cheaper price than the SIMM chips. What is the difference between the two, and would the latter do the trick? What do you recommend? By the way, what exactly is FaaastRAM?
Mike Lt. Thomas, Mid Glamorgan

The GVP Series 2 has four RAM slots and will accept up to four 1Mb SIMMs or two 4Mb ones. The Agnes chip that you've seen advertised doesn't come with two megs on-board, it merely allows you to use up to two megs of Chip RAM if you have the appropriate expansion. Sorry, I don't know what FaaastRAM is, although it sounds like GVP's proprietary name for expansion RAM, but I could be utterly wrong!

WHY NO 1MB CHIP RAM

I recently used the *SysInfo* program from a CU coverdisk and was told that my Amiga 500 contains an ECS 1Mb 8372A Agnes chip. My Amiga was supplied with Workbench 1.3 and was bundled with the A501 half meg RAM expansion.

With this Agnes chip I would have expected to have a full 1Mb of Chip RAM (the standard RAM plus the A501), yet on loading *D-Paint* it only registers half a meg of Chip and half a meg of Fast RAM. Is there a problem with my Amiga? Can I upgrade it to 1Mb of Chip RAM?

I'd still like to use my Amiga with games that require half meg of Fast RAM. Is there a solution?
Naeem Ahmed, East Ham, London

The presence of an ECS 8372A Agnes does not automatically give you one meg of chip RAM, it merely gives you the capability to upgrade to such a configuration. To take advantage of this, you'll need to perform an advanced RAM installation, which involves permanently changing your Amiga's circuit board. If your computer is still under guarantee, this process will invalidate its warranty. Worse yet, the advanced installation can't be performed using your A501 expansion, you'll have to buy a different one (yes it was damned silly bundling the A501 with your Amiga!).

Both the Zydec (from Evesham Micros, tel:0386 765500) and Power Computing (tel: 0234 843388) expansions allow you to perform this installation, but phone and check first.

There are utilities which let you turn off your fast RAM, but I have never heard of one that lets you disable a chip expansion. If you still require fast memory, you might be better advised to buy something such as a 2Mb expansion, thus giving you an extra one and a half megs of Fast Ram to play with. After all, you can never have too much memory!

QUESTIONS, QUESTIONS

I'd like to end this month with a request to anyone who plans to write in for help. Of course I love to receive your letters, and I read through each and every one, but could you please try and get to the point before you've written 10 pages of unnecessary information! I really don't care if you have a cat called Fluff, or your best friend once bumped into the programmer of *Asteroids*. I need to know what your problem is, and what set-up you have (if it's relevant). Can you also try to write in legible writing. Many's the time that I've been interested to read someone's letter, but can't decipher their hand-writing. Remember, I have other things to do in a month [*most of which cannot be mentioned in polite, nevermind police, company – Dep Ed*] apart from trying to interpret hieroglyphic handwriting!

In the next issue I'll be back with the good ol'fashioned Q&A section, so keep your queries coming in. I'd like to sign off for this year with seasonal greetings to all you hardened Amiga addicts out there, the new year should prove very rewarding.

COMMODORE ATARI CITIZEN STAR AMSTRAD CUMANA PHILIPS GOLDEN IMAGE NAKSHA ABACUS SEGA DIGITA

ZYDEC GOLDSTAR HEWLETT PACKARD TOSHIBA CANON EPSON MITSUBISHI JVC PANASONIC DIGITA SEGA ABACUS NAKSHA GOLDEN IMAGE

Orders Taken Until

DISKS...DISKS

Phone for latest Prices

FULLY GUARANTEED BULK DOUBLE SIDED DOUBLE DENSITY 135tpi 100% Certified - UNBRANDED USUALLY SONY, TDK or MITSUBISHI etc GUARANTEED AND SUPPLIED WITH LABELS DO NOT CONFUSE WITH INFERIOR UNCERTIFIED. PLEASE PHONE FOR LATEST PRICES.

20 DSDD........£9.99 25 DSDD.....£12.99
50 DSDD........£22.99 100 DSDD....£42.00
200 DSDD....£82.00
20 TDK Branded Disks with two 10 holder boxes....£19.99

DISK BOXES

Flip Top Disk Holder holds 12....99p

Flip Top Disk Holder holds 20....£2.99

40 Disk Holder, Lockable, Top Quality, Anti-static, with Dividers & 2 Keys....£3.99

80 Disk Holder, Lockable, Top Quality, Anti-static, with Divider & 2 Keys....£5.99

100 Disk Holder, Lockable, Top Quality, Anti-static, with Dividers & 2 Keys....£6.99

DISKS & DISK BOX OFFERS

Pack of 20 in our Top Quality, Lockable 40 Disk Holder....£13.99

Pack of 50 in our Top Quality, Lockable 80 Disk Holder....£28.99

POSSO BOX

Drawer Type Box - Can be stacked horizontally or vertically - Holds 150 Disks....£16.45

DISK LABELS

Four Assorted Colours
60 for....£1.00
200 for....£2.00
200 Tractor Feed Labels....£4.00

AMIGA 1500/2000 PERIPHERALS

GVP 52Mb Fast Access Hard Drive with 8Mb RAM Board....Was £264.99 Now £249.99
GVP 120Mb Fast Access Hard Drive with 8Mb RAM Board....Was £409.99 Now £389.99
GVP -2Mb SIMMS for above....£59.99
Fitted FREE if required
Amiga 1500 Unpopulated RAM Board .£84.99
With 2Mb SIMMS....£142.99

AMIGA CONTROL CENTRES

These are the original and best. Manufactured by Premier Micros from Sheet Steel with welded seams and Epoxy coated to colour match the Amiga. Precision made to fit over the back of the Amiga to make a perfect platform for a monitor, improve the looks of the Amiga and provide space for a second drive etc.
A500/A500 Plus Model....£39.95
A600 Model....£34.95

DUST COVERS

Top quality Amiga Colour Dust Covers, Tailored, Monogrammed and with Bound Edges.
Protect Your Investment

Amiga 500 Keyboard....£4.99
Amiga 600 Keyboard....£4.99
Panasonic KX-P1124/1170....£4.99
Citizen 120D Printer....£4.99
Citizen Swift 9/24/124D....£4.99
Commodore Monitor....£4.99
Philips Monitor MK II....£4.99
Amiga 1500 Two Part Cover....£8.99
Star LC10 Printer....£4.99
Star LC200 Printer....£4.99
Star LC24/200 Printer....£4.99

PRINTER RIBBON RE-INK

Simply open your plastic ribbon case, spray over the ribbon, replace the lid and leave for 24 hours.
BETTER THAN A NEW RIBBON
Guaranteed - Restores dozens of ribbons to new for just....£11.99

DISK DRIVES & EXPANSIONS

CUMANA CAX354 1Mb 3.5" Single disk drive -Enable/Disable switch - Thru port - Power ex Amiga....£54.99
POWER PC880B DRIVE incorporates Anti-click Board, Blitz Back-up system software and built in Virus blocker....£67.99
NEW-POWER PC880B with Blitz and X-Copy....£94.99
REPLACEMENT A500 Internal Disk Drive, fully compatible and with full instructions....£41.99
MEMORY EXPANSIONS & SYSTEM UPGRADES 512k RAM Expansions with Clock and On/Off Switch....£23.99
1Mb MODULE FOR A500 PLUS gives 2Mb Chip Memory....£44.99
AMIGA 600 - 1Mb Chip RAM Module with clock, plugs into trapdoor underneath the A600....£49.99
KICKSTART ROMS
V1.3 Kickstart ROM....£29.99
V2.04 Kickstart ROM....£49.99
ROM SHARER
2 Position Switch....£19.99
PC EMULATOR
K.C.S Power PC Board - Fits into RAM exp. slot under computer. Does not invalidate warranty....£199.99
ADAPTOR for 1500/2000....£64.99
OFFICIAL COMMODORE UPGRADE KIT Converts 1.3 Amiga to version 2.04 Workbench. Includes disks, manuals, ROM etc....£89.99

MULTIMEDIA

AMIGA CDTV MULTI MEDIA PACK
Amiga CDTV player complete with keyboard, mouse, Amiga disk drive, infra red remote controller, batteries, welcome disks, Lemmings, & Hutchinsons Encyclopaedia....£479.99

AMIGA CDTV
Amiga CDTV player, infra red remote controller, welcome disks, Lemmings, & Hutchinsons Encyclopaedia....£379.99

Amiga CDTV player....£399.99
Keyboard....£49.99
Mouse....£39.99
Floppy Disk Drive....£79.99
Track Ball....£79.99

CD-ROM DRIVE
Commodore A570 CD Rom Drive, plugs into Amiga A500 Expansion Bus to run CDTV Software....£339.99
NEW - PHILIPS CD-I....£599.99

AMIGA 500/600 HARD DRIVES

GVP 52Mb Hard Drive PLUS 8Mb RAM Board....Was £339.99 Now £324.99
GVP 120Mb Hard Drive PLUS 8Mb RAM Board....£439.99
GVP COMBO 40Mhz Accelerator PLUS 120Mb Hard Drive PLUS 8Mb RAM board all in one case....£749.00
GVP - 2Mb SIMMS for above....£59.99
GVP 16Mhz PC286 Emulator - plugs inside GVP Hard Drive....£229.99
4Mb SIMM for above (fitted FREE if required)....£169.99
ZAPPO A500/A500+ Hard Drives - take up to 8Mb of SIMMs, mouse operated Games Switch, SCSI through port, 12 month warranty.
ZAPPO A500/40Mb Hard Drive....£299.99
ZAPPO A500/60Mb Hard Drive....£349.99
2 x 1Mb SIMMs for above (free fitting)....£59.99
2.5" IDE Hard Disks for Amiga A600
Simply fits inside your Amiga A600, complete with leads.
20Mb....£129.99
60Mb....£199.99
80Mb....£249.99

AMIGA'S

OUR LOWEST AMIGA PRICES EVER!!!!
ALL OUR AMIGA PRICES INCLUDE
FREE NEXT DAY DELIVERY ON ALL OUR AMIGA SYSTEMS

ESSENTIAL ACCESSORIES PACK
Top quality 40 disk holder, 10 best quality disks with labels, quality mouse mat, mouse holder, tailored monogrammed dust cover.
SPECIAL PRICE....£21.99
Extra special price if bought with any Amiga....£19.99

AMIGA 1500 STARTER PACK
Amiga 1500 Dual Drive with 1Mb RAM, Mouse, Manuals and Amiga DOS, The Works - Platinum Edition, Deluxe Paint III, Home Accounts, Elf, Toki and Puzznic.
Total RRP £699.99....*Audition Price £529.99*

AMIGA 2000 with 40Mb HARD DRIVE
Amiga 2000 Dual Drives, 1Mb RAM, Kickstart/Workbench 2.04 40Mb Fast Access Hard Drive, and Autobooting Controller Card. SPECIAL PRICE including **NEXT WORKING DAY DELIVERY**....£689.99

COMMODORE AMIGA A600 - SUPER PACKS

PACK ONE
New compact design - Kickstart/ Workbench 2.05, plugs directly into any T.V. 1Mb RAM, Smart Card Slot, 3.5" built in disk drive. Complete with mouse and PSU. FREE 12 months in Home Service and Deluxe Paint III....£269.99

PACK TWO
The Wild, The Weird & the Wicked. As Pack One, plus FREE 3 game pack - Grand Prix by Microprose, Putty by System 3, Pushover by Ocean.
SPECIAL PRICE....£339.99

PACK THREE
Epic/Language Lab, Hard Drive Pack. As Pack One Plus 20Mb built in hard drive. Plus: Trivial Pursuit in three different languages. Epic by Ocean, Rome by Millenium, Myth by system 3.
SPECIAL PRICE....£469.99

AMIGA A500 PLUS CARTOON CLASSICS PACK
We have limited stocks of the much sought after Cartoon Classics pack incorporating Deluxe Paint III, Lemmings, Bart Simpson and Captain Planet in addition to the superb Amiga A500 Plus....£299.99

AMIGA A600 ZOOL PACK
The Wild, Weird & Wicked Pack plus FREE 3 Game Pack including Zool, Striker, Pinball Dreams and Transwrite word processor. Total Retail Value if purchased separately over £600. Special Package Price....£369.99

AMIGA A600 HOME OFFICE PACK
The perfect all-in package for your home or business Commodore Amiga 600 complete with wordprocessor, 50,000 word spell checker, database, spreadsheet, disk manager & graphics. Including next day delivery....£309.99

AMIGA 1500 HARD DRIVE PACK
Amiga A1500, comprising twin disk drives, 1Mb Ram, Workbench/Kickstart 2.04, mouse, manuals, separate keyboard. With free software: The Works Platinum, Home Accounts, Deluxe Paint III, Elf, Toki & Puznic. Complete with 20Mb hard drive including Commmodore controller.
EXCUSIVE TO AUDTION....£629.99

AMIGA 1500 HARD DRIVE WITH EXPANDED MEMORY PACK
Amiga 1500 as detailed above including a 20Mb hard drive and 8Mb Ram board populated to 2Mb with SIMMS
EXCLUSIVE TO AUDITION....£749.99

NEW AMIGA 4000
The power of the 68040 32-Bit processor running at 25Mhz, New double AA graphics chip set and 16.8 million colours. High density disk drive, high speed 120Mb IDE Hard disk drive. New Workbench 3.0....£1999.99

PRINTERS

We are **CITIZEN SUPER DEALERS** and Authorised to offer their Full 2 years Guarantee on all CITIZEN Products. This Guarantee covers all parts and labour including Printer Head.

FREE WITH ALL OUR PRINTERS:
Exclusive Printer Starter Kit
Comprising:
★ 200 Sheets Quality Paper
★ 200 Sheets Continuous Paper
★ 200 Tractor Feed Address Labels
★ 2 Metre Amiga Printer Cable
★ Special Amiga drivers disk to match your Amiga perfectly to any of our printers
Free next working day delivery on all Printers

NEW CITIZEN SWIFT 2 SERIES
Whisper quiet - very fast - 2 year warranty
CITIZEN SWIFT 200 - 9 pin mono....£234.99
CITIZEN SWIFT 200 - 9 pin Colour....£279.99
CITIZEN SWIFT 240 - 24 pin colour....£299.99
CITIZEN SWIFT 9 COLOUR .£199.99
CITIZEN 224 COLOUR....£249.99
CITIZEN SWIFT 24 COLOUR £249.99
CITIZEN PN48 Notebook Printer....£229.99

NEW STAR LC 100 SERIES
STAR LC100 - 9 pin colour....£169.99
STAR LC24/100 - 24 pin mono..£199.99

STAR LC20 MONO....£134.99
STAR LC200 COLOUR....£199.99
STAR LC24/20 MONO....£229.99
STAR LC24/200 COLOUR....£269.99
PANASONIC KXP1170....£149.99
PANASONIC KXP 1124i....£239.99
PANASONIC KXP 2180 Colour .£209.99
PANASONIC KXP 2123 Colour .£239.99

INKJET PRINTERS
CITIZEN PROJET....£399.99
CANON BJ10EX Portable Bubble Jet Printer with 3 fonts, Cable etc....£249.99
CANON BJ20 - 8 fonts, 50 sheet Auto sheet Feeder, Portable, mono printer ..£345.00
HEWLET PACKARD Desk Jet 500 colour printer....£489.99

INKJET CARTRIDGES
CANON BJ10E Ink Cassette....£17.99
COMMODORE MPS1270 Cartridges....£14.99
REFILL INKJET CARTRIDGES - TWIN PACKS (easy load)
HEWLETT PACKARD/CITIZEN PROJET....Black £16.99
....Blue £18.99
CANON BJ300/330....Black £18.99

EPSON LX400....£139.99
EPSON LQ100....£229.99

MONITORS

PHILIPS CM8833 Mk II Colour Monitor, High Resolution, Twin Speaker Stereo complete with all leads and One Year on-site Warranty with FREE Lotus Turbo Challenge 2 Game....£199.99

COMMODORE 1084S Monitor High Resolution Colour Monitor, Twin Speaker Stereo inc Leads....£189.99

COMMODORE 1085 SD2 Stereo Colour Monitor....£229.99

Genuine Philips Tilt & Swivel Monitor Stands....£16.99

COMMODORE 1960 MULTI SYNC MONITOR Complete with leads to plug straight into the Amiga 500 Plus .£436.99

MICROWAY FLICKER FIXER fits inside Amiga 1500/2000 for flicker free Graphics when used with Commodore 1960 Monitor....£99.99

Please note that all our Monitors are official UK Specifications. We do not sell Grey Imports of any kind.

All our monitors include FREE next working day delivery

COMMODORE ATARI CITIZEN STAR AMSTRAD CUMANA PHILIPS GOLDEN IMAGE NAKSHA ABACUS SEGA DIGITA

WORLD OF WONDERS

CIX - PART 2

CU's resident Neuromancer, Mat Broomfield continues his leisurely look around CIX, one of Britain's biggest and busiest computer conferencing systems.

EXCHANGE AND MART

Last month, I talked primarily about the conversational and educational aspects of CIX, so this time around I thought that I'd tell you about some of its other features. As I mentioned before, CIX differs from a bulletin board in one major regard: whereas bulletin boards are primarily used for the exchange of data, CIX is used for the exchange of ideas and opinions. However, I wouldn't want you to get the wrong impression here. You can use CIX to exchange data too, and there are two major ways of doing so.

DATA DAZE

The most accessible method is via File conferences. Within many conferences, special file areas are set up for the exchange of data. Into these areas users can upload any files that they feel other conference members may be interested in.

Taking the Amiga conference as an example, the files area contains many of the most popular Fish utilities, as well as tools specifically written by other CIXen (members of CIX). In addition to these general tools, you can also find a number of 'patches' and 'fixes'. These are small programs written by companies to enhance or alter a software product that they manufacture or distribute.

For example, it's a well known fact that *Deluxe Paint 4* was marginally incompatible with the A600 because its perspective options required the keypad keys which were no longer present on the new computer. Electronic Arts promptly wrote a patch that overcame this problem, and the patch was very quickly posted on CIX where anyone with a modem could access it. Gold Disk are another company who have used CIX as a fast way of distributing updates for their *Professional Page* program.

FREE SOFTWARE

Any member has free access to all files in a conference, and he can quickly find out what files are available by typing FLIST. This will generate a list of all files, complete with their size in bytes. Most files are suffixed with an extension such as .Lha, .Zip, .Zoo or similar. These suffixes refer to the way that the files were archived before being uploaded. So far as I've seen, all files are archived prior to storage on CIX. In theory, this means that file downloads will be quicker, but I'm not necessarily sure if this is the case for CIXen who use the Z-Modem protocol (which features its own on-line compression anyway).

One thing that is certain is the fact that you really MUST own at least a couple of the most popular archivers. Most of the latest updates to the various archivers are available on CIX, but of course, unless you have an archiver to unarchive them then...

Fortunately, all of the worthwhile archivers are available from public domain libraries, so it won't be too difficult to get started.

PERSON TO PERSON

Another way of exchanging data on CIX is by using a feature called Binmail (short for binary mail). Using the Binmail system, one user can transfer a program or data directly to another without other CIXen having access to it (or even being aware of its existence). To send a file by binmail, simply upload it to a private directory, and then specify who it's to be sent to and it will instantly be transferred to their private directory. When they next log onto CIX, they'll be told that a file awaits them, and they can download it at their leisure.

Speaking of mail, CIX also has a frequently-used personal mail system for confidential communication between subscribers. Unlike the closed conferences that I described last month, CIX mail only allows a single specified user to read your messages. Sending a mail message couldn't be easier; simply type 'Mail' to enter the mail system, then 'Send' and then the name of the person or company to whom you want to send mail. You'll be prompted for a topic name, and in this regard, sending mail is identical to posting a new message in a conference. Other similarities between the two actions also exist. For example, having received a mail message from someone, you can then use the Comment command to respond to his mail in the same way as you can when remarking to earlier remarks in a conference thread.

One area in which private mail is used extensively is the computer auction.

GOING, GOING, GONE

The auction can be one of the most exciting conferences on CIX, and although the majority of goods on offer are PC-related, one can often find a great Amiga bargain there too. It works in a similar way to a normal auction, except that there's no middle man demanding his cut!

The seller posts his goods on the conference and leaves things to run their course. If people are interested in whatever's on offer, a thread will gradually develop with bid and counter bid to-ing and fro-ing between all interested parties until one of them emerges victorious. Mind you, the victor doesn't always really win, because the CIX auction is just like a 'real-life' auction and it's all too easy to become carried away. There have been occasions when bidders have ended up bidding more than the purchase price of an item!

Of course, it can work the other way too. If only one person is interested in an item, he can sometimes walk away with an absolute bargain such as the person who recently purchased a Phillips monitor for only £80, or the lucky chap who bought a scanner for a tenner!

To safeguard against their goods being sold too cheaply, a seller may specify a reserve price, below which he will not sell his goods.

Once an item has been sold, the seller will usually inform the successful bidder by private mail.

If a bidder wants to know more about the seller, or vice versa, he can use a feature called the Resume.

THIS IS YOUR LIFE

Each member of CIX has a resume, although he or she can choose to leave it empty if he so desires. Apart from detailing when a user was last on-line, resumes give information about a user, but only what he/she wants others to know. Many people, especially companies, use this as a way of advertising their services or abilities, and of giving out phone numbers and addresses. Most resumes will give some kind of potted career history, and skills and experience outline for their owners, and may include a list of the equipment they currently own or are working on. Some resumes are peculiar, some are boring and others are outright hilarious. In fact it seems that many CIXen take great efforts to produce a personal resume designed solely to split the unwary reader's sides!

One of the most interesting of these belongs to a gentleman called R. Sewell [*Yes, we know how it's pronounced – Ed.*] in which he includes a ASCII picture with the following description: 'If you look at this through a hundred yard fog, it looks a bit like me seen through a cheese grater!'

He also lists the following among his interests: 'serious' pedantry, stupid puns, evil coffee and long and detailed arguments. It gives you quite a flavour for the guy's sense of humour, doesn't it?! (Note: For fellow CIXen who may be worried; yes I did secure R. Sewell's permission before reproducing part of his resume.)

Before I round off on the subject of CIX mail, it's worth noting that CIX is also a gateway to numerous other bulletin boards and conferencing systems. You can use it to access the world-wide Fidonet group which lets you transfer mail and data (often just for the cost of a local phone call). It also gives access to Compuserve, although just in a read-only capacity.

TIME TO HANG UP

Hopefully our in-depth look at the world of CIX has inspired you to get on the modem and start talking, so why not drop us a line.

Next issue we'll return with more info on the wonderful world of Comms and the continuing possibilities of talking through the Amiga.

CLUB CALL

We are finding it very hard to restrain the Club Call page. Our mailbag has been bursting at the seams with letters from new clubs wanting coverage in the only guide to the Amiga scene. So, for the best of the current crop from all over the world, read on.

AMIGAMANIA

88 Blackbull Road, Folkestone, Kent CT19 5QX. Tel: 0304 375311.

Amigamaniac, the first issue of this club's bimonthly magazine, is now available. The club and publication have no links with the magazine Amigamania, but the new journal does have 28 A4 pages covering a variety of subjects for a cover price of 80p. News about Xmas bundles for the A600 and Workbench 2.1, facts about the A4000, reviews of hard and software, including Public Domain, the start of an inventory of programs in the Fred Fish Collection from disk 600 onwards, and a competition with a mystery prize worth £50 are on offer. Subscription to the magazine is included in the club's £10 yearly membership fee, which also entitles members to free advice on their computing problems. The editor is Dave Cryer, who may be contacted at the above address.

AMIGA ATHENS CLUB

9 Derfeld Road, Patisia 11144, Athens, Greece.

Formed by two friends who have used Amigas since 1988, this classically-located club is now two-years old and has 40 members across Greece. It aims to show that the Amiga is being taken seriously in that part of the world.

Membership of the club is free, with members needing to pay only 50p for the cost of blank disks used to obtain software from the small, but up-to-date, PD library (and postage and packing costs for all items obtained by mail). An enormous collection of tips and cheats has been compiled for all sorts of games, including full solutions for many adventure games. Helpful information on the Amiga is available, including leaflets on such subjects as desktop publishing and word processing. A bimonthly disk-based magazine is also produced by the club, containing news from the USA and Germany, as well as Greece.

The club meets each month, dealing with both serious subjects and competitions on *Kick-Off 2* and *Lotus 2*, and dogfights in *Falcon* and *Knights of the Sky* on RS-232-connected Amigas. British readers will, no doubt, be interested to hear that the club also possesses a databank of information about spending holidays in Greece, available to prospective members free of charge. For details, contact Stefanos Papamichael at the address given above – but be sure to enclose an international reply coupon if writing from outside Greece.

AMOS PROGRAMMERS' EXCHANGE

7 Majestic Road, Hatch Warren, Basingstoke, Hants, RG22 4XD.

Run by James Lanng, this group is planning a new disk magazine exclusively by and for *AMOS* programmers. The subscription fee may seem high at £15 per annum for UK subscribers and £18 for those overseas, but James believes it'll be worth every penny. Some of the ideas he is toying with are a database of current APE members' developments, so that programmers, musicians and graphic artists can find out where they are needed, regular news updates, and competitions. If you're interested in subscribing or contributing to the APE disk magazine (or both), write to James.

CDTV USERS ASSOCIATION

113 Fouracres Road, Newall Green, Manchester M23 8ES.

Even though CDTV is still a recent innovation, this club has already found a membership of about 100 users. A free newsletter for members is being compiled, to contain articles and (as its name suggests) news and letters. A list revealing the software compatible with the CDTV is in preparation, and the club is also pestering software companies to label their products for compatibility – a cause all you new CDTV owners will no doubt wish to support. For more information, please write to the chairman, Julian T. Lavanini at the above address.

COMP-U-PAL

C/Q MBA, PO BOX 29, Knoxfield 3180, Australia.

Comp-U-Pal produces a reasonably substantial bimonthly newsletter that divides its coverage between the Amiga and the C64. A lot of the material is aimed at those new to the Amiga, complementing a list of Amiga-using pen-pals who can share knowledge of, and opinions on, their computers. Disks containing programs written by club members are distributed with the newsletter, and feature, for example, a utility aiding use of function commands and shortcuts in the Command Line Interface, and a demo including animation.

Reviews of PD and new hardware (such as *Digital Composite Television*), and game cheats also appear in the newsletter. A helpful article on AmigaDOS error codes and a feature on wordprocessors and DTP packages for the Amiga were contained in the last-but-one edition; a Command Line Interface (CLI) tutorial and a five page update on Amiga viruses appears in the most recent. If you seek further details about Comp-U-Pal I suggest you send the club a stamped self-addressed envelope, or an international reply coupon if writing from outside Australia.

DARLINGTON COMMODORE USERS CLUB

1 Ruby Street, Darlington DL3 0EN.

This County Durham based club, catering primarily for the Amiga, offers members a monthly newsletter which (like all good publications) carries a coverdisk. Coverdisks feature games and utilities, whilst the newsletter itself contains news and reviews of games, PD, serious software and hardware. Letters, advice, cheats, competitions, classified ads and more, also appear. The annual membership fee of £5 includes a subscription to the newsletter. The club aims to stay local and personal, and will arrange meetings as funds permit. For further details and a membership application form contact the above address.

EXETER 16 BIT USER GROUP

25A Gloucester Road, Exwick, Exeter EX4 2EF. Tel: 0392 72889.

If you live in the Exeter area and own an Amiga, ST or PC, this club may be just what you're looking for. Established little more than a year ago with the aim of creating a resource centre for computing, the club's members include programmers, artists, musicians, game players and novices, with varied backgrounds, but shared interests.

Meeting every week, the club hopes to satisfy whatever the requirements of the membership are. Help forming coding teams, use of printers, samplers and digitisers, etc. are all provided.

The group says that whether you are a serious user, game fanatic, or absolute beginner and would like to help build a vital resource for local computer users, contact the chairman, Andrew Deeley, at the address given above.

GET IN TOUCH!

If you run a club specifically aimed at the Amiga owner, get in touch. We'll promote your club through these pages, as well as provide a free subscription to CU Amiga. Send all entries to: Steve Prizeman, Amiga Clubs, CU Amiga, 30-32 Farringdon Lane, Farringdon, London, EC1R 3AU.

If you write to any of the groups featured in Club Call, and require a reply, please help by enclosing a stamped self-addressed envelope (or an international reply coupon if contacting overseas clubs).

MOVING E

Commodore's machine is capable of much more than playing games or running a graphics package. . Mike Gerrard investigates what one man is doing to make his Amiga move the world.

AMIGA WORLD

WALK, DON'T WALK

Everyone knows how moving a joystick or mouse causes things to happen on the Amiga's screen, but very few applications address the opposite possibility: that by entering commands on the screen you can animate objects, cause wheels to turn, switch lights on and off... even run a robot! Peter McNaught, who has an MSc in Mechanical Engineering, has spent the last 12 months working on a device that will do all those things and more: ROBOMASTER.

'ROBOMASTER,' he explains, 'is an interface that plugs into the Amiga, and by using the software provided you can drive up to four DC motors simultaneously, such as the motors that drive Lego, Mecanno and other models. You can also control touch and photo-sensors. All of these are controlled from the software, which requires no typing and which I deliberately designed to be as easy to use as possible.'

WHAT A CAD!

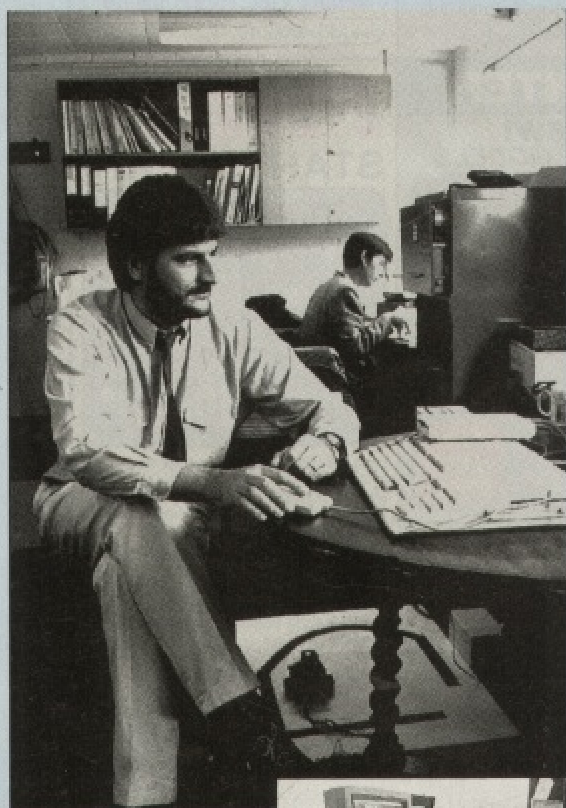
McNaught became involved in computers through his involvement in Computer Aided Design, and before starting his own firm, Cammac Developments, was working for a company setting up CAD systems. His contract with the company ended about 12 months ago, and this coincided with his idea for ROBOMASTER, so he decided to go it alone. At the time, there was nothing like it available for the Amiga.

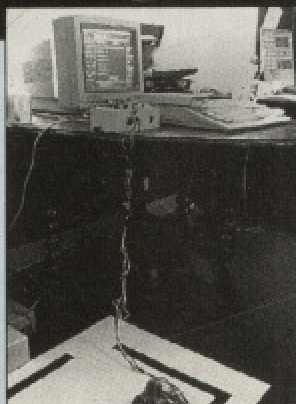
This lack of products for the Amiga spurred Peter into action. 'I'd seen a Lego product,' McNaught says, 'which is compatible with the BBC Micro and which is used in schools to drive Lego models. You plug your input and output connections into this and it will drive the simple models that you can make from Lego. I looked at that product and I thought that the interface was very bad, very difficult from a user's point of view, especially for a young child. You have to type everything in, it's not self-explanatory and you have to refer to the manual the whole time to see what's going on. I knew the Amiga quite well, and felt that it could do this so much better as far as the interface was concerned, and also from a functional point of view. And it's taken me a year to produce my final prototype for the hardware, and to write the software.'

LIGHT RELIEF

McNaught has had an Amiga for several years, and admits to using it for games as well as word processing: 'Games were very much light relief at the end of the day when you come home from a hard day's work, but the machine is capable of much more than that and a lot of people don't realise it.' He chose the Amiga because of its popularity as a games machine, reasoning that there was a big market out there in the homes. 'Even when I was just starting the project there were a million Amigas in the UK alone, with about three million sold worldwide.'

The playing of games has had to take a back seat for the last year, however, as all his time and energy has gone into building the hardware and writing the software for ROBOMASTER. The hardware is a small box which, surprisingly, plugs into both the printer port and the second joystick port. 'I didn't go for the obvious choice,' he says, 'of using something like a cartridge slot, as that would be unique to a particular computer and if ROBOMASTER is successful on the Amiga I want to be able to convert the device to run on other machines at a later date. If you use a cartridge slot you have to virtually start from the beginning with each machine, but most machines send similar signals through their printer and joystick ports, making conversion easier.'





The ROBOMASTER device is connected here to a Lego vehicle, which has been enclosed in a simple structure. The light sensor mounted at the front enables Peter to use ROBOMASTER to tell the vehicle not to cross the boundary.

CONTROL LANGUAGE

Currently, however, McNaught is more concerned with putting the final touches to the Amiga original. The software is certainly impressive, and very simple to use. The control language has few commands to master, and is a kind of cross between Basic and Logo. Down the left-hand side of the screen are the output commands, and clicking on any of these automatically enters the command in the main window. There's also a numerical keypad, a space bar and a RETURN key visible on-screen, so that everything is entered simply by clicking.

The right-hand side of the screen includes the input and the timing commands; you can switch a motor on for a specified time, or until it reaches a certain point, and then store the time taken for later recall or processing. Beneath these commands are the simple flow control commands: REPEAT, UNTIL, IF, ELSE and so on. Each icon on the screen also has a HELP feature attached to it. If you press the HELP key and then click on an icon, one or more screens of explanation pop up, with some example programs showing how the commands will work in practice.

To demonstrate how ROBOMASTER works, McNaught connected the wires to a small Lego model, with separate motors driving the left and right wheels, a small light and a light sensor at the front, and touch sensors at the front and rear. The motors can be driven at a range of speeds, and set independently. Switch only one on and the model will turn in a circle. Set the wheels at different speeds and the model will move forward in an arc. Set them to negative values and it moves in reverse. The software's TIMER command allows any output to be switched on for a set period, then off again. It is easy to see that a model can be turned through an angle simply by switching one of the wheels off for a few seconds, while the other keeps turning.

For an example, McNaught set both wheels turning at the same speed, and kept them going till the touch sensor at the front reached a barrier, at which point the program sent the wheels into reverse, till the touch sensor at the rear reached a barrier. This is obviously a very simple example which demonstrates that the model will go back and forward between two barriers. It's the equivalent of everyone's first Basic program: PRINT 'HELLO'. You can build on this, of course, to make more sophisticated movements. A model can be programmed to find its way out of a maze, by turning a few degrees to the left or right, every time it meets an obstruction.

XPERIENCE

FOLLOW THAT LINE

The light sensor also allows the model to recognise lines painted on the floor. It can be made to continue going forward till it reaches a black line, at which point it stops. It can also be programmed to follow a line, as each time it veers off it's instructed to turn back onto the line.

'This,' says McNaught, 'is exactly the same way that many large warehouse systems work these days. They use robots like fork-lift trucks to collect goods from the shelves. Dark lines along the floor guide them to anywhere in the warehouse, so you can pre-program the robot to go to a certain place, pick up an object, and bring it back to whatever point you wish, for example the central control.'

In case anyone gets too ambitious, the hardware interface is isolated from the computer: should anyone accidentally put 2000 volts through it, the Amiga shouldn't be damaged. ROBOMASTER runs off either a 9-volt battery or the mains, with batteries costing about £3 each, or a mains adaptor available for £28. McNaught is already looking to upgrade the program, and a natural development will enable the user to control a model by using the joystick.

'One of the difficulties,' he says, 'of developing a device like this is that it sounds quite simple but the potential is tremendous. The options are limited only by the imagination of the user.' And he feels that if anyone can imagine clever uses, Amiga owners will do it first.

I THINK, THEREFORE I AM

Robots have been the subject of science fiction for longer than the technology to build them has been available. From Metropolis, through Lost in Space (*'Danger, Will Robinson'*) to Terminator, robots have always held a particular fascination for mankind, especially ones that look like humans ('and man created robot in his own image').

But robots can do more than just serve the foibles of human nature. In many areas of industry robots perform repetitive tasks with greater speed and accuracy than was ever possible on a human production line.

We are still a long way from real androids, though. That will depend more on software than on engineering. The idea of a robot with enough pseudo-intelligence to understand a restricted environment around it, and obey simple instructions, is not so fanciful, though. Tomorrow's World has already wheeled out robots that can play snooker and table-tennis (albeit badly). The future is wide open.

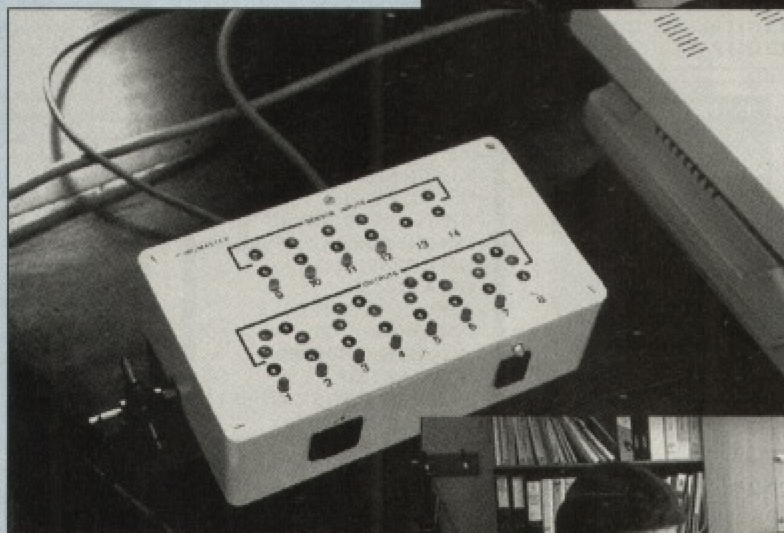
Let's hope that it will take the form envisaged by Isaac Asimov with his Laws of Robotics and not that of the Terminator films!

ROBOMASTER costs £99.95 from Cammac Developments, Unit 1, Hartley's Yard, Church Lane, Wexham, Slough SL3 6LD (0753 552383).

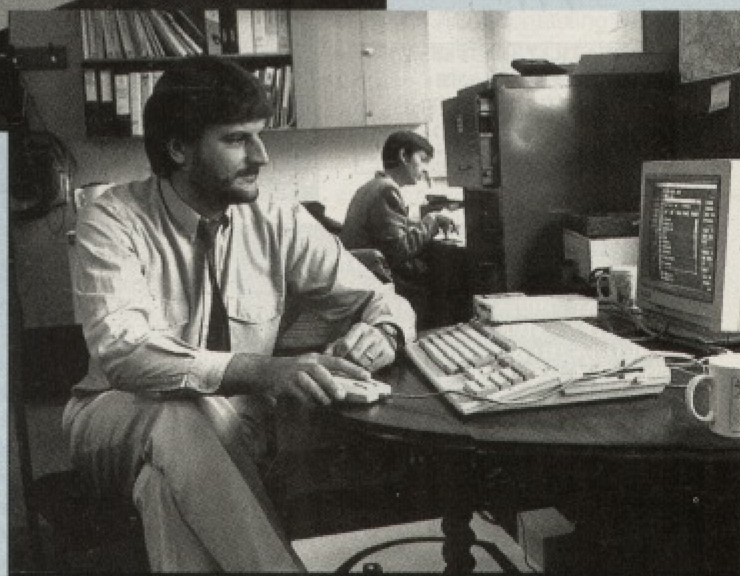


ROBOMASTER is a compact device that easily sits next to your Amiga on any desk top. You can even get a cup of coffee on there as well!

The ROBOMASTER interface has been designed to be as user-friendly as possible. There is very little typing to be done. All commands can be accessed through a simple point 'n click screen.



This little box could be the start of a new era of possibilities for the Amiga. Whilst it is unlikely that we will see it being used to control heavy industry, it is perfect for schools and other institutions. Imagine a whole generation of schoolkids using Amigas in school – they'd never want a console again.



Peter McNaught has spent over 12 months designing the ROBOMASTER. Judging by what we've seen of it, his efforts have been very worthwhile indeed.

17-BIT DISK PRICES

17-BIT DISKS £1.25 EACH
FISH DISKS £1.25 EACH
SCHEME 17 DISKS £2.00
CLR DISKS £3.50 SINGLE
CLR 2 DISK SET £4.50
CLR 3 DISK SET £4.99

GET 1 DISK FREE WITH EVERY 10 YOU BUY! ORDER 20 AND GET 3 DISKS FREE!

NEW FROM ALMATHERA!

FISH CD TO 660 ONLY £19.95

DEMO CD CONTAINS HUNDREDS OF DEMOS / INTROS AND MODULES ONLY £19.95

PLEASE ADD 75p FOR P&P.

AMIGA PUBLIC DOMAIN FROM 17-BIT SOFTWARE

The UK's Leading PD library, over 4000 disks in stock, over35000 satisfied customers world wide WE STOCK FISH, T-BAG, CLR, AMOS.

STOP PRESS WE NOW STOCK FISH TO 740 !!

WITH OVER 5 YEARS SUPPLYING THE BEST PUBLIC DOMAIN SOFTWARE TO AMIGA USERS ALL OVER THE WORLD AT THE MOST AFFORDABLE PRICES IT IS EASY TO SEE WHY WE ARE CONSIDERED TO BE THE PREMIER U.K LIBRARY TODAY. OUR POLICY IS SIMPLE, AS A VALUED CUSTOMER, YOU COME FIRST.

17 BIT SOFTWARE
BIG ENOUGH TO COPE
SMALL ENOUGH TO CARE

THAT BIT BETTER !!!!!!



HOBBITS + SPACESHIPS THE NEW MUSIC CD FROM BJORN A LYNNE AND FLESHBRAIN. OVER 72 MINUTES OF GREAT ORIGINAL MUSIC, RECORDED ON THE VERY LATEST SYNTH EQUIPMENT. NO AM/FM ENTHUSIAST SHOULD BE WITHOUT THIS OUTSTANDING MUSIC CD YOURS FOR ONLY £12.99 DON'T MISS IT!

GRAPEVINE ISSUE 12 NOW AVAILABLE!

DISK MAGAZINES

+2227 (AB) GRAPEVINE 12
+2186 (AB) STOLEN DATA
+2182 (ABCD) F. FRONTIER 3
+2181 (ABC) F. FRONTIER 2
+2167 SATANIC RITES 2
+2134 (AB) GRAPEVINE 11
+2119 RAW ISSUE 3
+2118 DEADLOCK ISSUE 3

SPACE WARS

The Long Awaited Space Movie Has Arrived. Produced And Compiled By None Other Than Tobias Richter And Bjorn Lynne, This Masterpiece Of Magic Is Available On High Grade VHS Format For £11.99 + 75p P&P For Star Trek Collectors And Power Anim Collectors Everywhere!

AM/FM 8 NOW AVAILABLE £2.50 OR £5.00 WITH SAMPLES. ALL AM/FM BACK ISSUES ARE AVAILABLE ON REQUEST TRY IT NOW AND DISCOVER WHY AM/FM IS HAILED AS THE BEST SELLING DISK MAG FOR SERIOUS AMIGA MUSIC ENTHUSIASTS

GET MASSIVE DISCOUNTS ON PD AND BACK CATALOGUE SOFTWARE BY BECOMING A PRIVILEDGED MEMBER. CALL FOR MORE DETAILS.

SCHEME 17 LICENCEWARE

+SS01 A. BRIMBLE SAMPLES
+SS02 AKAI S590 SAMPLES
+SS03 AKAI S580 SAMPLES
+SS04 D110 SAMPLES
+SS05 S450, KAWAI K1 SAMPLES
+SS06 TECHNO UPROAR
+SS07 MAB 2.0
+SS08 BEST OF S. LENTFERT
+SS09 TUFF ENOUGH
+SS10 TECHNO ATTACK #1
+SS11 TECHNO ATTACK #2
+SS12 CHRISTMAS KARAOKE
+SS13 TECHNO ATTACK #3
..SS14 CRYSTAL SYMPHONIES #2
+SS15 KIDS KARAOKE
+SS16 FREAKSCENE
+SS17 (ABC) FINLANDIA
+SS18 POOLS PREDICTOR
+SS19 TECHNO ATTACK #4
+SS20 REBELS SHOOT EM UP
+SS21 MINDMATCH PUZZLES

CENTRAL LICENCEWARE

CLE01 (2) T.C DINOSAURS
CLE02 (2) T.C GEOLOGY
CLE03 (3) T.C SOLAR SYS
CLE04 COLOUR PAD
CLE05 A-CHORD TUTOR
CLE06 T.A.M.I
CLE07 (2) T.C FISHING
CLE08 NIGHT SKY
CLE09 WORDS & LADDERS
CLU01 VIDEO TITLES
CLU02 FISH INDEXER
CLU03 TYPING TUTOR
CLU04 ALPHAGRAPH
CLU05 SAS MENUMAKER
CLU07 PHILO
CLU08 (2) WORD FINDER+
CLG01 NORRIS
CLG02 DARK THINGS
CLG03 PHASE 2
CLG05 (2) TRUCKING ON 2
CLG06 OBLITERATION
CLG08 DRAGON TILES
CLG09 MOTOR DUEL
CLG10 FUTURE SHOCK
CLG11 ALL GUNS BLAZING
CLG12 BULLDOZER BOB
CLG13 PARADOX

HANSFORD / MACART PACK A BRAND NEW 12 DISK CLIPART PACK PORTED FROM THE APPLE MAC. CLIPART INCLUDES VIZ CLIPS, FOOD, WORK AND LOADS OF OTHER STUFF ALL 12 DISKS FOR £13.50 INC.

ASSASSINS MEGAPACK

THIS AMAZING GAMES PACK INCLUDES OVER 130 OF THE BEST PD GAMES EVER TO APPEAR ON THE AMIGA. SPREAD OVER 30 DISKS, THIS COLLECTION WOULD KEEP EVEN THE MOST ARDENT GAMESTER BUSY FOR MONTHS ON END AND ALL FOR THE PRICE OF 1 COMMERCIAL GAME! THIS GREAT ADDITION TO YOUR GAMING COLLECTION CAN BE YOURS FOR ONLY £29.99 AND THAT INCLUDES POSTAGE! BEAT THAT FOR VALUE.

SOFTWARE STOCKING FILLERS

+4D SPORTS BOXING	£9.99
ACTION 2 (COMPILATION)	£8.99
+AUNT ARCTIC ADVENTURE	£6.99
+ALTERED DESTINY	£9.99
+ARMADA	£7.99
+ARMALYTE	£6.99
+ARTURA	£6.99
+AWESOME	£7.99
+BAAL	£6.99
+BORRODINO	£7.99
+CADAVER	£8.99
..CHRONO QUEST	£9.99
+CHRONO QUEST 2	£9.99
+CHRONICLES OF OMEGA	£8.99
+DEATHBRINGER	£9.99
..DELTA FORCE (COMP)	£8.99
+DIE HARD 2	£8.99
+DUNE	£19.99
+F1 TORNADO	£6.99
+FANTASY PAK (COMP)	£12.99
..FALCON	£9.99
..FEUDAL LORDS	£7.99
+FLIGHT OF THE INTRUDER	£14.99
+FOOTBALL CRAZY (COMP)	£12.99
+GETTYSBURG	£7.99
+HEART OF THE DRAGON	£7.99
+HUNT FOR RED OCTOBER	£8.99
+KEYS TO MARAMON	£9.99
..LIGHT FORCE (COMP)	£7.99
+LOTUS 3	£17.99
+MAGNETIC SCROLLS COLL	£9.99
..MAGNUM 4 (COMP)	£9.99
+MOONSHINE RACERS	£7.99
..MOVIE STARS (COMP)	£9.99
+NINJA WARRIORS	£6.99
+OMNICRON CONSPIRACY	£8.99
..PAPERBOY 2	£9.99
+PICTIONARY	£9.99
+PITFIGHTER	£6.99
+RAINBOW ISLANDS	£8.99
+ROBOCOP	£8.99
..ROCKET RANGER	£11.99
+RUGBY WORLD CUP	£7.99
+SILKWORM	£6.99
+SHADOW OF THE BEAST 2	£12.99
+STARGLIDER 2	£6.99
+WARLOCK	£8.99
..WOLFPACK	£9.99
+ZARATHRUSTA	£7.99
+ZOOL	£17.99

HOT NEW ADDITIONS

..2255 LSD UTILS
..2254 LSD UTILS
..2253 INTENSE ULTIMATE DANCE
+2252 DESCENDER GAME
..2251 DCOPY V3.0
+2250 (AB) NEIGHBOURS ADV. GAME
+2249 FOOTBALL LEAGUE EDITOR
+2248 AMIGA BEGINNERS GUIDE
+2247 LEGEND OF LOTHIAN (MEGA!)
+2246 COMUGRAPHIC FONTS
+2245 MIND GAMES
+2244 GET FROGGED ANIMATION
..2243 (AB) PURE FANTASIES SLIDES
..2242 CAT SLIDESHOW
..2241 RAVE ATTACK II
+2240 RENDEVOUS 4 REMIX
+2239 EBENEEZER GOODE REMIX
+2238 (AB) NUTCRACKER SUITE
+2237 LYAPUNOV FRACTAL GEN.
+2236 WORKAHOLIC REMIX
..2235 CURSOR BASIC COMPILER
..2234 (AB) BENCHMASTER
..2233 DYNAMIC HI RES SLIDESHOW
+2232 GAMES GALORE 13
..2231 DIGITAL COMPLEXITY
..2230 ABSOLUTE MUSICATION
..2229 TECHNO TRANCE 3
+2228 ROTON
+2227 (ABC) GRAPEVINE 12
+2226 PICTURES AND LETTERS
+2225 ALL ROUNDER CRICKET
+2224 UTILS COMPILATION
..2223 (AB) NOVA FREEDOM
+2222 LIQUID REFLEX DEMO
+2221 SKYFLIER 2
+2220 SHINING 8 MINDS SLIDES
+2219 CD PLAYER 2
+2218 OBLIDOX
+2217 (ABC) SPEED LIMIT 3M ANIM
..2216 HEMROIDS TARGET (18)
+2215 MIRAGE SLIDES
..2214 FIREHAWKS MUSIC
+2213 FINAL ANALYSIS SLIDES
..2212 ROSEBOUND TOO FUNKY
+2211 BONDS LAST STAND
+2210 PC <> AMIGA
+2209 (AB) OLYMPIAD
+2208 CONSTELLATION DEMO
+2207 CAVE ESCAPE
+2206 C.ED
+2205 FREESTYLE PERFECT 5
+2204 FRACTIONS AND SILHOUETTES
+2203 ADV. GAMES CREATOR
+2202 CLUMPY ICONS
+2201 DECIBEL OVERLOAD
+2200 TURBO THRUST
..2199 LIBERATOR
+2198 SUPER C
+2197 ACT OF WAR
+2196 NAM SLIDESHOW
..2195 CDTV MUSIC DISK
+2194 MATRIX FUSION DEMO
+2193 PHOENIX SOLUTIONS
+2192 TEXAS CHAINSAW MASSACRE
+2191 PINBALL DREAMS 2 DEMO
+2190 SCORPIUS MAPPER 2
+2189 PLUS EMULATOR
..2188 ETYPE 2
+2187 STARCAT 2
+2186 (AB) STOLEN DATA
+2185 SILVERBLADE

THE LATEST FROM TEAM 17 IS HERE

ASSASSIN

LONG AWAITED SMASH HIT REVIEWS

JUST WHAT YOU WOULD EXPECT FROM THE BEST YOURS FOR £18.99 INCLUDING P&P

INSTRUMENT PACK INCLUDES 10 DISKS CRAMMED WITH INSTRUMENTS FOR YOU TO USE WITH YOUR FAVORITE SEQUENCER. FULLY COMPATIBLE WITH NOISETRACKER, SOUNDTRACKER ETC. FEATURES JUST ABOUT EVERY INSTRUMENT THERE IS! £12.00 INC.

HIGHLY RECCOMENDED

+0651 MENTAL HANGOVER
+0913 PHENOMINA ENIGMA
+1338 MESSY SID 2
+2129 TEXT ENGINE 3.4
+2030 CRY FOR DAWN SLIDES
+2004 INTENSE RAVE
+1700 AMICASH
+2159 (AB) RSI TIMEZONE
+1654 AMIBASE PRO 2
..1562 (AB) HARDWIRED
+2174 KLAKTRIS
+1592 (ABCD) AT THE MOVIES 2
+1559 21 PD GAMES
+1926 MED 3.21
+2069 DONKEY KONG
+0802 THE MAGICIAN V2 ANIM
+1343 ICON MANIA
+2031 CLASSIC ARCADE GAME
+2042 PROTRACKER V2.2

ALCATRAZ ODDYSSEY NOW FULLY A500+ COMPATIBLE. SEE THE ULTIMATE IN AMIGA DEMOS. ALL 5 DISKS £5.50 INC. P&P

NEWSFLASH 27

AS USUAL, CRAMMED WITH ALL THE LATEST UTILS AND NEWS.

£4.95 (2 DISK ISSUE)

ORDERING DISKS ETC.

ALL MAJOR CREDIT CARDS ACCEPTED INCLUDING SWITCH. OUR OFFICE HOURS ARE :-
MONDAY - THURSDAY 9:00 AM TO 8:00 PM
FRIDAY & SATURDAY 9:00 AM TO 5:30 PM
WE ARE OPEN TO CALLERS DURING OFFICE HOURS
PLEASE MAKE ALL CHEQUES AND POSTAL ORDERS PAYABLE TO:

17 BIT SOFTWARE.

OUR ADDRESS IS
1ST FLOOR OFFICES, 2/8 MARKET STREET
WAKEFIELD, WEST YORKS WF1 1DH
TELEPHONE (0924) 366982
FAX (0924) 200943

PLEASE REMEMBER TO ADD 50P TO ALL DISK ORDERS TO COVER POSTAGE AND PACKING. (OVERSEAS ADD 20%) IF YOU ARE ORDERING CD'S / SOFTWARE OR ACCESSORIES, PLEASE ADD 75P. THANKS.

ALL ORDERS ARE SENT 1ST CLASS POST FOR NEXT DAY DELIVERY. ALL SOFTWARE TITLES, PD AND ACCESSORIES ARE IN STOCK AND ARE AVAILABLE FOR IMMEDIATE DESPATCH. ORDER BEFORE 4PM FOR GUARANTEED SAME DAY POST.

QUALITY AMIGA 2ND DRIVES. £64.99 INC. P&P

100 CAPACITY LOCKABLE DISK BOXES £7.99 INC. P&P

MOUSE MATS £2.99
DUST COVERS £2.99
HEAD CLEANER £5.99

PLEASE NOTE (ABCD) ETC. AFTER A DISK NUMBER INDICATES HOW MANY DISK THAT PARTICULAR TITLE IS. PLEASE STATE WHEN ORDERING MULTIPLE DISKS AS IF YOU ONLY QUOTE THE NUMBER YOU MAY ONLY GET THE FIRST DISK SENT! A + SIGN INDICATES THAT THE DISK IS A500+/A600 COMPATIBLE. THANKS.

BACKCHAT

Welcome to another packed letters section. This is where you get the chance to air all those opinions that have been left festering in the back of your minds. And where, this month, Tony Horgan gets the chance to handle them (only whilst wearing a strong pair of thick rubber gloves!).

OVER GENEROUS

Just lately I have been very disappointed with your magazine. For instance, you haven't had any good reviews or previews in the magazine for a while. I would have liked to have seen *Elite 2*, *Desert Strike* or *Gunship 2000* either reviewed or previewed in your mag by now. But no, instead I go out and find them in Amiga Power, so what have you got to say about this then? And what has happened to the review on the Aviator and Intruder joysticks you promised us months ago?

I also think you've been rating some games too highly, like *Silly Putty*. It looks good, but I don't think it's worth 95%. The same goes for *Epic* and *Birds of Prey*. I bought both these games, and I thought *Epic* was worth about 30%, not 91%, and I completely wasted my money.
Chris Edwards, Cheshire.

I know how you feel. In the distant mists of my gaming past, I bought *Ballblazer* for the C64, on the strength of a 98% review, in what was the best-respected mag of the time – got it home and thought it was a steaming pile of horse manure. And it cost £10, which was a lot of money in those days. That's the thing with reviews: they're just an opinion, which inevitably, some will disagree with. *Epic* is another of those games that tends to split opinion right down the middle – you either love it or hate it. Unfortunately you hate it. As for your previous gripe – we've already covered your first and last examples and *Desert Strike* appears this issue.

DON'T DO A SOUNESS!

First of all, many thanks for printing my letter in the October issue (A600 price drop). Your reply was concise and furnished me with a couple of points I hadn't considered.

My main point is this: have you ever thought about adopting a section for the 'real novices'? I count myself as one of these, and find some aspects of the Amiga's operating system virtually impossible to master. I've managed to customise my Workbench (new colours and a pointer shaped like a spooky bat), but I just can't get it to do anything constructive. A few quick questions:

1. What is the clock for? When you switch off the machine, it resets!

2. I'm having no luck copying files from the coverdisk onto separate disks. I can create drawers, but can't put anything in them.

Finally, I read that big changes are afoot. I'm all for new innovative ideas, but please don't do what Souness has done to Liverpool FC!
Phil Noonan, Runcorn.

We try to make the whole mag, including disks, as user-friendly as possible. The idea of a Novices section in the Amiga Workshop is interesting... Why not look out for our free pull-out next month – a whopping guide 'specially commissioned for new Amiga users.

Your problem with the clock resetting sounds like you've got a flat battery. Like a car, if the computer has been sitting around for a while without being used (e.g. in a warehouse), the battery could run down. To charge it up, just leave your machine on for about 8-10 hours.

As for your file copying troubles, you'd be best off getting a copy of *SID*, a brilliant PD file-management system that even a retarded monkey with one arm could use. Don't worry about the changes – if CU was Liverpool FC, we'd have just bought half the Italian Premier League, put in a couple of new stands, and laid on free beer and hotdogs at all home games.

SPIRIT OF PD

Your snippet about the controversy over licenceware has urged me to write in. As a user and programmer of PD software, I can see the conflict. The author wants to get returns on his or her program, so they release it as licenceware. As you rightly stated, this does damage the spirit of PD/shareware software, as licenceware is nothing more than cheap commercial software with virtually no overheads. But, and this is the main question – what is the 'spirit' of PD software?

To put it simply, people write PD software and want it spread to as many other people as possible. There's no point in writing the next *Powerpacker* if no-one but your best mate gets to see it. Authors get moral satisfaction knowing someone finds their particular product useful, and there is also the recognition that goes with it.

Shareware just doesn't work, as it is only human nature to take something for free, but licenceware guarantees a small royalty to the author for a quality product. So what is wrong with licenceware? If the authors wish to earn a small return, they should be entitled to.

The only thing that is ruining all aspects of PD software is that the PD scene is being saturated with releases. This may sound a good thing, but how can it be when 60% of material is gutter trash? People see the PD as a means of getting their name in print, and unfortunately they often succeed, even with a second-rate program. The worst example of this, is the PD companies selling (and the magazines reviewing) sampled music disks.

We're not talking about original remixes, but straight recordings from a record. Is there any skill in this? Is this the 'spirit' of PD? PD software is degenerating into a useless heap.

The trash in PD must be gotten rid of. PD companies should tighten their quality controls for both PD and licenceware. Only then will licenceware be properly accepted. As for people like Nico Francois, Chris Homes and others, they are the true spirit of PD.
Wai Hung Lu, Dublin.

From the dawn of home computing, the crap software has always outweighed the good. The PD scene is no different, but while the boom in PD releases has brought its fair share of rubbish, the good stuff is definitely getting better. In my experience there's far less satisfaction and come-back from licenceware releases than PD. Unless you've got something that seriously rivals commercial software, the extra quid or two on the price puts a lot of people off, so it reaches a far smaller audience, and the financial gains are nominal in most cases.

As for complete record sample demos, I can't see much point in them. Eight bit samples are never going to match the quality you'd get from the original vinyl or CD single and you still have to swap disks halfway through. Remixes, on the other hand, while still a bit dodgy on the copyright score, can be worthwhile in their own right, even if you've got the original record. What's more, I like doing them.

AWAY GOAL

I am writing to extol the virtues of purchasing PD software. Last year I bought *Football League Editor*, a brilliant program by Tony McManus, designed to keep a record of any football league. I duly sent off my £5 fee and was delighted to receive this year's update.

Unfortunately, I couldn't get it to print out. After contacting Mr McManus, a bout of manual swapping and disk exchange occurred, which eventually lead to the program being configured for my system.

The point is, would I have got the same service if I had paid £80 for a commercial program of this type? The answer is no, because:

(a) there is no commercial program of this type, and

(b) once you have parted with large amounts of money for commercial software, the majority of companies do not want to know.

I have had similar support from Paul Robertshaw of Mental Image, and as ➤

If you want to appear in the Sell Out page please call Becky White on this no: 071 972 6700

SELL OUT

Amiga contacts wanted - Game swapping - send Disc / List - Carmen Brulez, 43 Chester Rd, Seven Kings, Ilford, Essex 1G3 8PT. 10000% Reply!

Artman PD - All the latest and greatest, 95p per Disk inc P&P, blank disk & S.A.E for catalogue and two free games. 40 Northwell Gate, Otley, West Yorks LS21 2DW.

Amiga Contacts Wanted - To exchange latest software. No rip-off merchants. Send lists/disk to: The Godfather, 28 The Avenue, Old Gilford Rd, Portadown, N.Ireland BT63 5UJ.

Bus Stop PD - 75p / Disk including P&P. Send S.A.E and 50p for catalogue disk: 5 Westbourne Rd, Marsh, Huddersfield HD1 4LQ.

Amiga & PC contacts wanted. 100% reply. Send lists and Disks to Jonathan Redman 75 Rutland Avenue, Dolphins Barn, Dublin 12. Ireland.

Amiga Cheat Modes for over 250 games. Send S.A.E plus £1.00 to: Mark Sealy, 110, Kilmarton Avenue, London SW16 4QZ.

A500 for sale - 1 meg expandable to 4.5 with full price games, PD disks and Joystick. £200 phone Richard 0449 674335.

GVP 52mb series 11 + 2mb RAM power 52mb HD quantum Image writer 11 printer disk drive. Action reply 11, A500 plus, 2400 Supra Zoom, Modems, Perfect sound sampler, Digiview Digitizer. Great condition. Fax: 9655390103. Waleed S. Al - Owayesh, PO Box 66644 Bayan 43757 KUWAIT.

Lorrox Public Domain - Over 1,000 Disks from 80p. 1st class P&P. Fast reliable service. Send S.A.E plus two 1st class stamps for catalogue to: 57 Broughton Rd, Summerston, Glasgow G23 5HL.

Astro PD Software - 90p inclusive. For catalogue disk and free game send 50p to: Astro PD 3 Skiddaw Court, Nunthorpe, Middlesbrough, Cleveland TS7 0RD.

Cheats for over 500 games, covering over 65 pages, only £4 including P&P! Alex Barley, 80 George Street, Maulden, Bedfordshire MK45200.

Amiga A500, A590 Hard Drive 3mb RAM Action Replay, Audio Digitizer, Kindword, 20 games, Joystick, 2 years warranty, still boxed. Bought £950 bargain at £500. Tel: 061 998 2726.

Amiga 500 contacts wanted send list and disks to: Kristian Ove Bakke, BJ.BJ.VE1 197, 6400 Molde, Norway, 100% reply.

68010P8 Amiga Accelerator - Boost the performance of your Amiga 500 by up to 50% Just replaces the 68000P8 tel: Illya Guilford (0483) 235745.

Amiga 2000+ PC Bridge HD 4mbRAM monitor £720; CDTV + 7 disks £299; Amiga 500 1mbRAM monitor £340. All perfect condition 0707 55650.

Amiga Contacts Wanted: Send lists to: Joe 24 Clevedon Rd, Blackpool Lancs' England. All letters will recieve reply, beginners are welcome.

Amiga Contacts Wanted: Send lists or disks to: Simon 69 Green Lane, Freckleton, Preston Lancs' PR4 1RP "All letters will be answered".

Amiga Contacts Wanted: Send lists to: Andy 6 Drury Street, Levenshulme Manchester M19 3PQ. All letters will be answered, so write now!

Amiga Contacts Wanted: Send lists to: Rob 76 Cocker Street, Blackpool Lancs' FY1 2EB 101% reply for all list senders "No Lamers!"

Amiga Contacts Wanted: Send list to Micheal Lacy, Ferns Post Office, Enniscorthy Co Wexford, Rep. Ireland.

A500,A500+,A600 PD from 35p, Amiga accessories, unique offers - something for everyone! For free details and disk catalogue whip two stamps off to: Redlaw Resources PD, 74 Durban Rd, Patchway, Bristol BS12 5HQ. Best deals for overseas customers, send 2 blank disks.

Horror Slideshows. Exorcist, Cannibal Ferox, Cannibal Holocaust, Aliens - special edition, Evil Dead 1&2, Thing, Alien - Widescreen, Texas Chainsaw Massacre. All titles 2 Disks, 2 Drives. Amiga + compatible. £3.00 each + 60p P&P. K. Howell, 54 Collin Rd, Brislington, Bristol BS4 3SD.

Please can I have an Ad in Sell Out

I enclose cheque / P.O. for £ ....

Name ....

Address ....

....

....

Total number of words ....

Post to: Ad Dept, CU Amiga, Priory Court, Farringdon Lane, London EC1R 3AU.

Lineage - 30p per word to private individuals - 20 words min. 40 words maximum, 40p per word to trade, 20 words min - 40 words maximum. Semi-display - £15 for S.C.C. Ring 071 972 6700. All classified & Semi-display advertising is pre-payable. All classified ads are subject to space availability. WARNING - It is illegal to sell pirated copies of computer games. The only software that can be sold legitimately through our classified section are genuine tapes, disks or cartridges bought from shops or by mail order from software houses.

a result, have built up a couple of good friendships. And all for the throw of a dart – erm, I mean all for a fiver. Not bad, eh?
Brian Ball, Ipswich.

FRED HARRIS FAN CLUB

It's all very well trying to do a hip and trendy computer games program on TV, like Gamesmaster, but that Dominic bloke looks like something out of a Hamlet cigar advert. What's more, he obviously doesn't know what he's going on about, and he thinks he looks cred in his mum's quilted dressing gown.

Bring back Fred Harris and his trusty BBC Model B. At least he doesn't walk around in female nightwear.
Nigel Hawthorne, Glastonbury.

WHERE ARE THEY NOW?

As a relatively new owner of an Amiga, could you please advise me where I can buy a copies of old classic games, such as *Elite* and *Marble Madness*? I have read countless articles which make reference to them, but can find them nowhere.
JP Moore, York.

I've had a scan through the small ads, but as you say, no-one lists either *Elite* or *Marble Madness*. That's not to say that no-one's got a copy gathering dust on the stockroom shelf, so it's worth giving our advertisers a call. I'm sure they've both appeared on compilations too, which should make your search a bit easier. Can't for the life of me remember which compilations though!

A NUTTER WRITES...

Once upon a time, far far away in a land called Nyiviti, there was much anguish among the people. 'Why do we have to toil so hard to receive dreams from the Dream-Maker?' they wailed... (some time and many words later)...blah blah blah...What do you think this is, Fantasyland?
Sinnick the Pessi-Mystic, The Flood Plains of Kempston.

Mind-numbingly tedious as your 'story' is (we've spared you readers the yawn-inducing details), I'm inclined to agree with your long-made point, that even if piracy of computer games was wiped out, prices wouldn't come down. Just look at the console market: almost zero piracy, yet the carts are even more expensive than most Amiga games.

ANABEL CROFT SIMULATOR

I've been a closet fan of Channel Four's Treasure Hunt program for years. The witty banter and dry humour of Kenneth Kendal and Wincy Willis always manages to keep the program bubbling along, despite those stupid Terry and June lookalike contestants. The icing on the cake used to be Anneka Rice, she of the much-televised rear-end. But it's only been since Anabel Croft took over the hot seat that the show has really come alive.

The point of my letter is, what about a Treasure Hunt game for the Amiga? Imagine it: you could solve the puzzles, then go haring around the countryside getting lifts off friendly local bobbies, and finish off the game with a frantic shrieking match as you run around looking for the last piece of 'treasure', yelling at a team of Morris dancers who seem to have taken an oath of silence. It would of course, require a 3rd-person 3D perspective view of the central character (as in *Outrun*), and it could have a simultaneous two-player mode, in which the second player could control Kenneth Kendall, and someone could be Wincey, plotting the course on the weather map via modem. How about it Ocean, US Gold and co.?
Ian Shanley, Brighton.

Sorry to disappoint you Ian, but Treasure Hunt has already been converted to a computer game, by a company called Macsen some years ago, and Ms Croft was nowhere to be seen. Macsen seem to have disappeared, so it looks like a future Amiga version is out of the question.

CU WHO?

I've been reading your mag since I got my Amiga about a year ago. One thing puzzles me though: what does 'CU' mean when it's at home? Perhaps it's some half-baked attempt to appeal to Viz readers, by putting a swear word on the cover, but you lost your bottle halfway through? Maybe it's a subtle 'joke', and should be pronounced 'See you', as in 'See you later', perhaps a reference to its diminishing size on the cover each month? So come on, out with it, what's it all about?
Alan Dean, London.

It actually stands for 'Chocolate-flavoured Underside', referring of course to the back cover, which tastes of chocolate (when left on a chocolatey surface for some time).

There are those however, who claim it stems back to the days when the mag was called Commodore User, and mainly covered the C64. As if!

VTDC

Let me first congratulate you on the great Multimedia feature in the October issue. However, isn't it a bit backward of Commodore to try selling the CDTV without a keyboard? I went and had a go on one in Dixons, and it was like trying to drive a car without pedals or a steering wheel!

What is the point of splashing out all that dosh on a computer when you can't even work it properly? Software on consoles is written specifically for machines without keyboards, so it's not a problem, but what happens when you boot up your CDTV and click on the CLI icon? Absolutely nothing, unless you've gone and bought the keyboard separately, and a floppy disk drive. It's little more than a CD player that can show pictures. The future of home computing and entertainment? Pull the other one.
John McCready, Edinburgh.

COPYRIGHT COCK-UP

Hardly an issue of your magazine is published without a totally justified condemnation of software piracy. I was therefore most surprised in the review of Amigamania *Proclips*, October 1992, that your reviewer should suggest buying a scanner and taking a trip to the local library. Quite apart from the moral ethics, this would be in strict breach of the 1989 Copyright Act.

As a semi-professional photographer, with thousands of pounds invested in equipment and film stock, I would take a very dim view of seeing my pictures in a newsletter without my permission, just because one of your readers had followed your suggestion. Should one of your readers use a picture from one of the major picture libraries, they may also find themselves being jumped on from a very great height.

Please don't spoil an otherwise excellent magazine with silly, and for your readers, possibly very costly mistakes such as this.
Paul Sewter, Norfolk.

The comment about taking a scanner down to the library was actually referring to copyright-free photo collections, not just any old book with a nice picture in it. If you think any of your work is worth someone scanning into their newsletter or DTP document, why not release your own set of clip art?

AMOS ROMS

I'm fairly new to the Amiga, having bought my A500 Plus about six months ago. After being used to my Spectrum, the Amiga is stunning, except for one thing: the BASIC, or rather the lack of it.

Why couldn't Commodore put BASIC in ROM, just like they used to with the C64, Spectrum and so on? Then you could just turn on, and start tinkering about. Instead you've got to buy something like *AMOS*, and then load that in from disk. I think it's time Commodore looked at putting *AMOS*, or some similar language, on ROM. Surely that would get more schools interested, and then the kids would be more inclined to buy an Amiga to use at home.
Nick Windslow, Portsmouth.

KEYBOARD QUIZ

After having a 48K Spectrum for five years, I decided to buy an Amiga 500. Although I'm very pleased with my computer, there's one thing that annoys me. Why do programmers make their games joystick controlled only, instead of giving you the option to use the keyboard as well? This seems daft because:

(a) Some games are easier to play on the keyboard, especially games where precise movement is needed.

(b) If your joystick breaks, then you're stuck, but if more games allowed you to use the keyboard, you could still play them until you had replaced your joystick.

(c) It can't be that hard to program keyboard controls into a game. It's done on Spectrum games all the time.
Robert Moseley, Cardiff.

There's no technical stumbling block that stops programmers implementing keyboard controls, it's just that they expect everyone to prefer joystick control.

AMIGA IS CRAP!

I'm just writing to say that the PC is far better than the Amiga, and anyone who disagrees is a complete lemonhead.
J Cartwright, Middlesborough.

PC IS CRAP!

In response to J Cartwright's letter (Backchat, November 92), I'd just like to say that the Amiga is better than the PC any day, and anyone who disagrees is a complete bananahead.
I Borem, Macclesfield.

Right, that's this month's PC vs Amiga debate over with. And these two were probably the most constructive!

BACKCHAT, CU AMIGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

AMIGA REPAIRS

FIXED CHARGE ONLY £42.99 Incl.

FIXED CHARGE INCLUDES PARTS, LABOUR, DELIVERY, VAT
90 DAY WARRANTY ON ALL REPAIRS
24 HOUR TURN-AROUND ON 95% OF REPAIRS
ALL UPGRADES PURCHASED FROM US FITTED FREE WITH REPAIR
INCLUDES REPAIRS TO DRIVE & KEYBOARDS
FULL DIAGNOSTIC TEST AND SERVICE

Est. 11 Years

In Stock — **SPECIAL OFFERS** — New Low Price

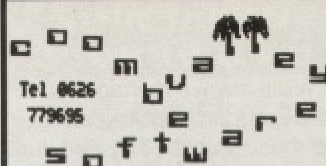
INTERNAL 3.5" DRIVE *Simple to fit, fully documented*	£38.99	**A500 KEYBOARDS** *Factory new, Genuine part*	£42.10
ROM SWITCHER *Keyboard/mouse switched*	£14.95	**FATTER AGNUS 8372A** *1 Meg chipram compatible*	£36.50
KICKSTART 1.3 ROM *For software compatibility*	£25.00	**CIA IC** *Printer, Serial, Drive ports*	£10.93
KICKSTART 2.04 ROM *Upgrade to A500+ Rom*	£29.90	**GARY IC**	£11.50
SUPER DENISE *Excellent value*	£29.90	**PAULA IC**	£19.95
68000 CPU	£15.00	**DENISE**	£19.95

⚠ ATTENTION ALL DEALERS ⚠
Our company now offer the most competitive dealer repair service.
Full credit facilities available
Send for our Free information pack today...

We reserve the right to refuse repair for whatever reasons
Prices only valid with this coupon
Service HOTLINE (0533) 470059
DART Computer Services
105 London Road
LEICESTER LE2 0PF



DART Computer Services



Educational Adventure Games.
Written by experienced teachers, suitable for ages 5 -13.
Highly recommended by educational writers in leading Amiga magazines. Trade enquires welcome.

Would you like to see your children use the computer for somethingother than shoot'em-ups?
Would you like them to use more than four keys and a joystick?

Do they get fed up with being killed off while trying to work out which button does what? Yes? The Coombe Valley software may have what you are looking for.

We aim to produce adventure games which have a genuine educational content and which will keep a child interested for hours rather than minutes. All of our adventures are fully illustrated. Most can be played at many levels and all of them have random factors built in so that they are different each time they are played. They can be completed by using about twenty words, but many more are understood so that if a child wishes to explore them just about everything that is mentioned or is shown in a picture can be investigated.

For further information, please send SAE. Send 50p OR blank for demos.
Coombe Valley Software. 18 Nelson Close, Teignmouth, Devon, TQ14 9NH.
Tel: 0626 779695 24 hrs.




Maths Dragons. Ages 5 - 12+
Designed to give practice in the four rules of number. Sum type and degree of difficulty can be selected. Set in the caverns of the Maths Dragons, you must rescue the scattered pieces of your train set from the attentions of the baby dragons.

Tidy The House. Ages 5 - 9
A first adventure game set in the familiar territory of an untidy house, where the player ustget their younger brother and sister ready to go out and do a bit of tidy up at the same time. The game helps develop reading and keyboard skills, plus logical thought and planning.

Cave Maze. Ages 8 -13
A first adventure for a slightly older age range. You have befriended a lost, hungry and slightly, awkward, baby dragon. All you have to do now is to find his lunch box, feed him and then guide him home passed the obstacles in amaze of caverns. The game helps develop reading and keyboard skills plus logical thought and planning.

Reasoning With Trolls. Ages 5 - 12
You play the part of the Smallest Billy Goat Gruff, who wants to get to the other side of the river where the grass is greener. In order to get there you must cross a number of bridges, each with a resident troll, safe passage will depend on your answers to set a of graded, reasoning questions.

Fractions Goblins. Ages 8 - 13+
A game which gives practice in fractions. Any or all of the rules of number can be selected, as can the difficulty level and type of fraction. The smallest level will allow the most hesitant novice to succeed while the hardest will probably require pencil and paper and no matter how good you are.

Picture Fractions. Ages 7 - 10
This game is designed for those who have just started fraction work, and who are not yet ready to deal with them in purely numerical form. Questions are presented in the form of pictures from which the player must work out a fraction and then answer in either word or number form.

WING-BACKS IN A SOCCER MANAGEMENT GAME



SOCCER SUPREMO

AN INTERNATIONAL MANAGEMENT GAME

Yet another England manager has learnt the hard way that controlling an international squad is a very different ballgame to club management. Every match is a cup-tie and every team - selection and result is picked apart by a voracious press. The pressure to succeed is incredible.

Soccer Supremo puts you in charge of a European national squad preparing for the European Nations Cup qualifiers. You have an initial four year contract that may be extended to six or eight years, or reduced to two, as the results dictate. You'll be expected to qualify for the Finals, then put up a show against the best European teams. but this is just preparation for the big one:The World Cup!

Customisation. The game will allow you to take the European nation of your choice and you will be allocated an initial squad of 16 players. You can introduce a further 34 players, making 50 in all, whose names and skills (but not levels) You can define yourself. These players are introduced gradually as you discover the weaknesses in your squad and also to create the balance of skills that match your style of play. The original 16 players can be defined in the same way using the EDIT program (free with the game) if you wish as well as the teams that will make up the opposition.

In the traditional number-juggling soccer management game wing-backs, sweepers, formations, styles, tactics are, at best, cosmetic, at worst , meaningless. The unique match simulation at the heart of Soccer Supremo restores all these and more, allowing genuine control over team performance. In addition to the visual feedback on your team, this match allows substitions, tactical positional changes and workrate instructionsto individual players which then influence the flow of the match. The increased realism and control transforms the supreme, but childish, gameplay of the traditional game into a compulsive simulation..

3D, 22 MAN MATCH DISPLAY

Continuous display of:
OU'LL/ATT/MID/DEF POSSESSION OF STATS. IND PLAYER ACTIVITY STATS.
PLAYER FATIGUE /FITNESS STATS.
STATE-OF-THE-GAME INFORMATION
PLAYER-WITH-THE-BALL INFORMATION

IN MATCH TACTICAL MOVES

SUBSTITUTIONS
POSITIONAL CHANGES
OVERALL WORKRATE
IND. PLAYER WORKRATE



HEAD COACH V3

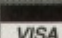
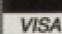
"From my point of view , the game has kept me sitting up at nights through holidays and weekends for up to 12 hours at a stretch, with miniscule breaks for food and other necessities...........It is a game I have no hesistation in recommending to anyone with even the slightest interest in American Football"

Headcoach V3 has been described as "the best game ever put onto a computer". It is the complete American Football game, a multi season epic with the very best strategic elements of the real thing. You will call the plays, devise the gameplans and develop the team.
Use the first season (2 pre-season games, 16 regular season games, and the play-offs) to discover your 45 man squad of players. Then exploit the college draft to improve the team and expand your game play to beat the very best the NFL can throw at you.
56 Screens of stats are available tohelp you to judge your players and team performances.
Players will age and teams will fade (a player will last about 6 seasons), but you will stay and rebuild....

THE MIDNIGHT OIL

Tel Sales:
0438 721936

VISA — **FOR NEXT DAY DELIVERY**

POSTAL SALES

The Midnight Oil
Dept CUA
18, Hazelmere Road,
Stevenage SG2 8RX

2/3 days delivery

Please supply:

	HC	DIV1	SS
Amiga	❑ £19.95	❑ £19.95	❑ £19.95

Head Coach works with ALL Amiga/monitors
SS and DIV 1 require colour monitor/TV.

THE DEADLY RETURN OF... THE NEXT MONTH PAGE



THRILL!

As the CU Amiga team get dressed up in their moth-eaten and distinctly smelly dinner jackets to present the awesome, the awe-inspiring, the anecdotal (and that's just the 'A's) Fat Agnus Awards 1992. Who'll be the winners and who'll be the losers in these prestigious annual awards? Find out in just 30 days time.

RECOIL IN TERROR!

As the tech team subject software and hardware to ever-more gruelling benchtests. Team leader, Nick Veitch, will be on hand to offer his expert opinion on all the latest productivity releases, as will his band of hand-picked specialist reviewers. We'll have a massive preview section of upcoming Amigaware, as well as a follow-up feature on both the A4000 and the A1200. We've now had the machines for a couple of months, so we reassess our first impressions of the new generation Amigas.



BE AMAZED!

At our free 32-page Beginner's Guide To The Amiga. Everything you want to know about the most versatile home computer will be on offer, written by our very own technical editor, Nick Veitch. Step-by-step tutorials will take you through the most important functions of Workbench. There will also be comprehensive buyer's guides.



RUN FOR YOUR LIVES!

There'll be two value-for-money disks attached to the cover, stuffed with all manner of commercial utilities, demos and full-length games. Our January coverdisks should prove to be something very special indeed. We've teamed up with two prestigious software houses to bring you the best demos of the year. On the commercial utility front, we've just signed up a superb program that every Amiga owner will want to possess. What is it? We're not telling – you'll just have to join us next month when we'll reveal all.





ASTOUND YOUR FRIENDS!

Over the years, CU Amiga has built up a reputation for unequalled game reviews and 1993 will carry on that tradition. We'll be presenting a round-up of all the top games that will be coming your way in the New Year as well as reviewing all the latest games. And, while we're at it, our hints and tips section will get a much needed shot in the arm and will be radically revamped to help you get even more enjoyment out of your games.

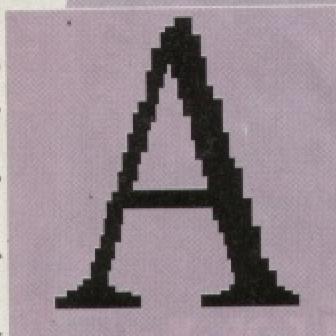
CU AMIGA JANUARY ISSUE ON SALE 26TH DECEMBER

THE FINAL WORD

...in Word Processing with Perfect Printing

From the makers of Pen Pal comes a brand new, unique WYSIWYG Word Processing package, that's simply the only choice for those who demand the most from their Amiga.

Final Copy II is not only the Amiga's most powerful Word Processor with every feature you'd expect - plus many more found normally in DTP packages - but also the only Word Processor that gives superb scaleable outline fonts from *any* Amiga - even 1.3's. Imagine outputting to your printers highest resolution, with almost Postscript™ laser perfection - no matter which printer you may have. Even with a simple nine pin dot matrix you'll get perfect printing* from Final Copy's 20 smooth outline typefaces that are included!



Simulated copy from a dot matrix printer with normal Word Processor





With its powerful new features, there's no better Word Processor/Publisher for your Amiga. You'll quickly realise the benefits which were once the exclusive preserve of the Macintosh™ and other high end publishing systems.

Simulated Final Copy II dot matrix output with smooth outline font characters

With multiple newspaper style columns and integrated drawing tools - for boxes, borders, squares, lines at any angle, ovals, circles, arrows etc., plus colour text, along with many other formatting tools - your documents will look and read just as you want them to.

Final Copy II includes a 110,000 word British-English Collins Proximity Spelling Detector & Corrector, to help typing errors become a thing of the past, along with an 826,000 synonym Thesaurus, for that extra inspiration.



Final Copy II is so easy to learn and use, that you'll become an accomplished author in no time at all - but if you need extra help you're not on your own as our support hotline is there for all UK version users. Look out for the UK logo on the box!

...Final Copy II

Only £99.95
FROM ALL GOOD SOFTWARE DEALERS

Compatible with...

Amiga-A500/600/600HD/1500/2000/3000. System requirements... min. of 1Mb. RAM and two Floppies or a Hard Disk Drive [A600HD requires at least 1.5Mb].

*Any Workbench supported graphic printer, colour or mono, including... Citizen 120D, 124D, 224, Swift 9/24, 200/240; Star LC10, 20, 200, 24-200, and XB Series; Canon BJ10ex; HP Ink/Paintjet; Postscript™ devices and many more.

Trade Distribution by...

◆ Centresoft/IBD ◆ HB Marketing ◆ Leisuresoft ◆ Meridian Distribution ◆ SDL/Prodis ◆

Dealers... Please call Harwoods for your supply of leaflets and inclusion in the list of stockists we provide to customers.

United Kingdom version imported & supported by...

GORDON HARWOOD Computers

Gordon Harwood Computers • New Street • Alfreton Derbyshire • DE55 7BP • Telephone: 0773 836781

Final Copy II encompasses a whole range of other advanced features, here's just a selection:

◆ Uses the latest Workbench 2 Style interface on *all* Amigas ◆ On screen command ribbon controls (format your document with the simple touch of a button) ◆ 25% to 400% editable page reduction and magnification command ◆ Title page, master pages & style sheets ◆ Right/left pages with binding offset ◆ Open multiple documents ◆ Fast mouse document panning and zoom/un-zoom ◆ External and internal mail merging ◆ Cut, copy and paste ◆ Search and replace ◆ On screen maths ◆ Auto-hyphenation ◆ Import, resize and crop IFF, HAM and 24Bit ILBM graphics and auto-flow text around them ◆ Text over graphics ◆ Outline fonts on all Amiga screens, and any non-Postscript™ or Postscript™ compatible printer ◆ 4 point up to 300 point [over 4" high] smooth text printing ◆ Text leading and spacing controls ◆ Condensed and expanded characters ◆ Positive and negative obliquing ◆ Background printing, allowing simultaneous editing & printing of two or more documents ◆ Fast proof printing facility ◆ Comprehensive range of additional attractive font volumes available.

E.&O.E.

Please rush my personal copy of the new Final Copy II information pack, including samples from popular printers, and a list of stockists to... [clip the coupon or call 0773 836781 now!]

Name & Address:

Please include your postcode

VISION, SOUND AND ANIMATION
FROM ROMBO
THE WORLDS BIGGEST AND BEST





MEGAMIX MASTER





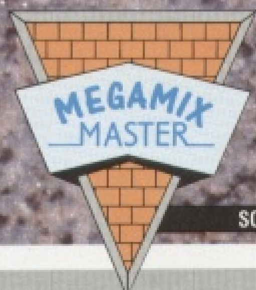




VIDI-AMIGA 12



TAKE 2



SOUND SAMPLER

Real Time Digital Effects

OVERVIEW

MEGAMIX master is a high specification, low cost digital effects cartridge that plugs into your printer port. Special stereo effects such as echo can be added in real time.
You will find **Megamix Master's** performance and ease of use unmatched by any rival. Just plug it in and go...

Some of the Features include:
*Thru port for printer or digitiser.
*Fully multi-tasking.
*Intigrated 3.5mm jack plug and lead.
*3D Animated icons.
*Compatible with Workbench 2.0.
*Both Mono and Stereo sampling.

Real Time Digital Effects include:
ECHO-Adds echo to incoming sound.
PHASER-Applies space age phase shift.
SYNTH-Adds user definable effects.
DIRECT-Plays incoming sound direct.
VIBRATO-Rapidly varies frequency.
STEREO ECHO-Adds digital delay between L & R speakers.

Other Menu's include:
REMIX (with many sampling features).
EDIT (for sample manipulation).
DISK (for saving and loading etc).

Workbench 2.00 Compatible.

£39.95 Inc.

JUST LOOK AT THE SPEC.

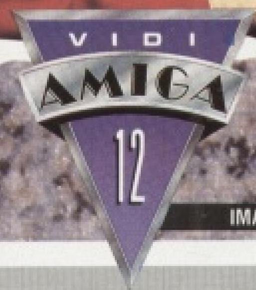


IMAGE CAPTURE

4096 Colour Images

OVERVIEW

Vidi-Amiga 12 is the ultimate low cost colour digitiser for Amiga. There are no filters and no separate RGB splitter. Colour images can be captured in less than a second, mono images are grabbed in real time. Fully compatible with any video source.

Some of the features include:
*Multi-tasking software.
*Advanced error diffusion stippling.
*Cut and Paste with masking.
*Capture into a user definable window.
*Load and save IFF ILBM and ANIM files.
*Grab frames flipped on a X or Y axis.
*Multi frame store with animated playback.
*Composite or S-Video input.

Display in the following resolutions:

PAL	NTSC
320 x 256	320 x 200
320 x 512	320 x 400
640 x 256	640 x 200
640 x 512	640 x 400

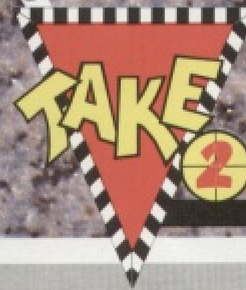
Supports several screen modes:
* 4096 HAM mode.
* 64 EHB mode.
* 32 colours.
* 16 colours.
* 16/8/4/2 shade mono.
* 262000 HAM-E mode.
* 256 colour EREG mode.
* Overscan/Interlace/Hi-Res.

Image Processing and Enhancement:
Sharpen/Smooth/Negative/Quantise
Thresholding/Solarization/Mosaic
Edge Detection/Brush selected area.

Workbench 2.00 Compatible.

COLOUR IMAGE CAPTURE FOR ONLY

£99.95 Inc.



ANIMATION

Professional Animation with Optional Image Capture

OVERVIEW

Take 2, as used in *''Rolfs Cartoon Club''* is the ultimate multi-level animation package. Offering up to 4 levels of animation and 4 levels of sound. Images are drawn within your favourite art package then loaded into Take 2 as IFF files. If you own Vidi-Amiga you can digitise your drawings from within Take 2. We believe its much easier to draw with a pencil than with a mouse.

Some of the features include:
* Compatibility with all Amigas.
* Supports 2, 4, 8, 16 and HAM colour.
* Loads or saves IFF or ANIM files.
* Traditional animators dope sheet.
* Play back up to 25 frames per second.
* Dubbing or simulated onion skin.

and lots more !!!

Applications:
* Traditional animation.
* Storyboards.
* Product presentation.
* Line tester.
* Stop frame animation.
* Cartoon productions.
* Education.
* 3D object animation.
* Video production.

VISIT US AT THE COMPUTER SHOPPER SHOW, GRAND HALL, OLYMPIA, 19-22 NOVEMBER 1992 STAND 514

Workbench 2.00 Compatible.

£49.95 Inc.

AS SEEN ON TV

American Software (U.S.A.)	(217) 384 2050
Arkofoto (Spain)	(34) 3301 0020
Centresoft (U.K.)	(44) 021 6253388
Darius Soft (Austria)	(43) 123 4555
Gem Distribution (U.K.)	(44) 0279 442842
Goldhill Associates (Export)	(44) 081 9062009
H.B. Marketing (U.K.)	(44) 0753 686000

Rombo Ltd., Kirkton Campus, Livingston
SCOTLAND EH54 7AZ
Tel: (44) 0506-414631 Fax: (44) 0506-414634
Sales Hotline: (44) 0506-466601

Merlin Grafx (Austria)	(43) 5223 8896
Micropace (U.K.)	(44) 0753 55188
Precision Distribution (U.K.)	(44) 081 5433500
Scibis Sprl (Belgium)	(32) 2245 8307
S.D.L. (U.K.)	(44) 081 3095000
Soundware SRL (Italy)	(39) 3322 32670
V.C.S. (Holland)	(31) 1045 11537

WHO CAN SAVE CIVILIZATION FROM THE MOST DESTRUCTIVE FORCE ON EARTH?

A few thousand years ago, Atlantis sank to the ocean floor. With it sank the secret of the most destructive force on earth. But the Nazis have rediscovered the lost Kingdom, and they'll soon have a bomb which can end World War II in fifteen minutes. Unless Indiana Jones gets in their way...

- Control two characters - Indy himself and his capable sidekick Sophia.
- Whips, weapons, fistfights, gambling and puzzles.
- Dazzling 3D isometric world - click from one camera angle to the next.
- Awesome animation, music and sound effects.
- 9 lavishly - detailed action-packed locations.

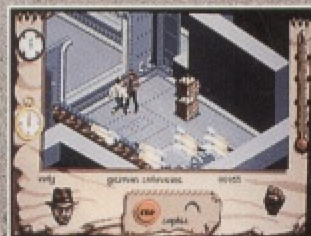
Available on: Amstrad, C64 Cassette & Disk, Spectrum Cassette, Atari ST, Amiga & PC and Compatibles.



Screen shots from AMIGA version.

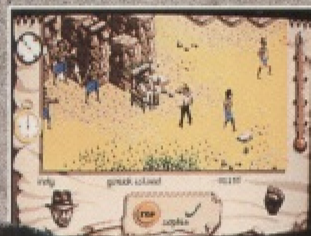


Break the bank in Monte Carlo - and buy a bundle of clues and weapons.



Borrow the keys to Adolf's submarine and take it for a ride.

Drop by the local watering hole for a friendly game of darts.



Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computers specifications.

WHO ELSE?

INDIANA JONES™ and the FATE of ATLANTIS

LucasArts™ Lucasfilm™ Games

U.S. GOLD®

The ACTION game with much, much, more

GOLD PHONE

HINTS TIPS 'N' CALL THE GOLD PHONE: SPELLJAMMER • PROPHECY OF THE SHADOW • THE SUMMONING • DARK SUN • EYE OF THE BEHOLDER • LEGEND OF DARKMOON (EYE OF THE BEHOLDER II) • DRAGONS OF FLAME • HEROES OF THE LANCE TEL: **0839 654 139** OPERATION STEALTH • ANOTHER WORLD • FLASHBACK • CRUISE FOR A CORPSE TEL: **0839 654 284** LUCASFILM HELPLINE • LECHUCK'S REVENGE (MONKEY ISLAND 2) • INDIANA JONES (LAST CRUSADE & FATE OF ATLANTIS) • ZAK MCKRACKEN • MANIAC MANSION • LOOM • SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN TEL: **0839 654 123 INFORMATION LINE: 0839 654 124** • LEGENDS OF VALOUR TEL: **0839 993 366** • ACCESS HELPLINE: AMAZON. TEL: **0839 654 394** • SIR TECH HELPLINE: CRUSADERS OF THE DARK SAVANT TEL: **0839 994 477**

Service provided by U.S. GOLD LTD., UNITS 2/3 HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX. If you are under 18 please get permission to use the telephone. Calls cost 36p per minute cheap rate, 48p per minute all other times.

CU AMIGA

FANGTASTIC

DECEMBER 1992

CU A

OVER 10

EXCLUS

AMAZING NEW GRAP

46 PICTU

GALAGA

AMIGA PLUS

NO DISK ATTA

ASK YOUR NEW

47 BC KID

STR FIGH

AMIGA

NO DISK ATTA

ASK YOUR NEW

FR

IN

FREE! WITH CU AMIGA

PART TWO • DECEMBER 1992

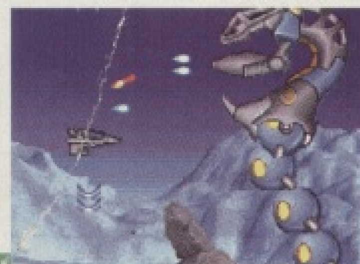

ADVENTURE P4

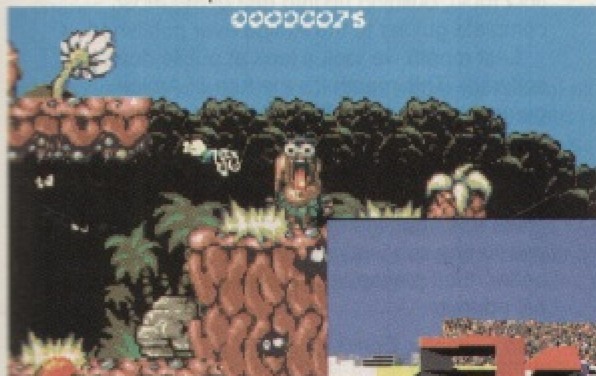
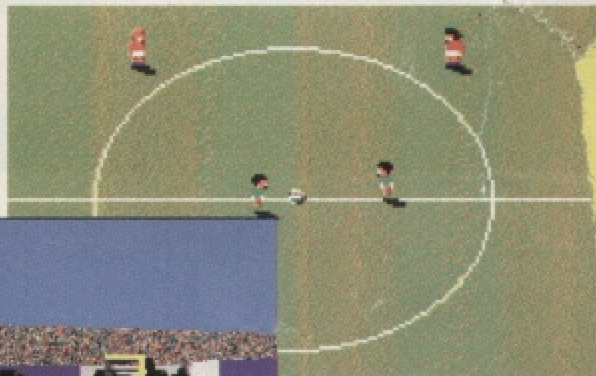
AMIGA Guide

THE COMPLETE GUIDE TO THE AMIGA

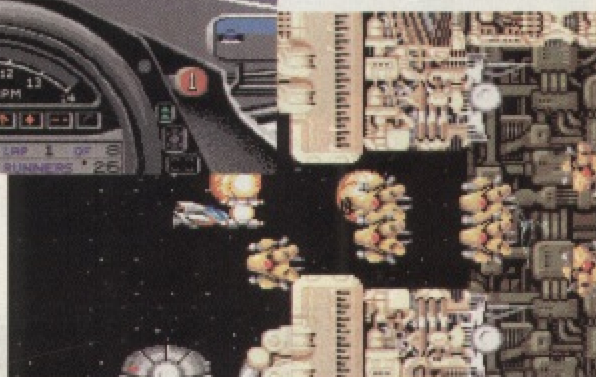
GAMES SPECIAL

THE DEFINITIVE AMIGA GAMES GUIDE


SHOOT 'EM UPS P10


RPGs P16


ARCADE COIN-OPS P20


BUDGET P28

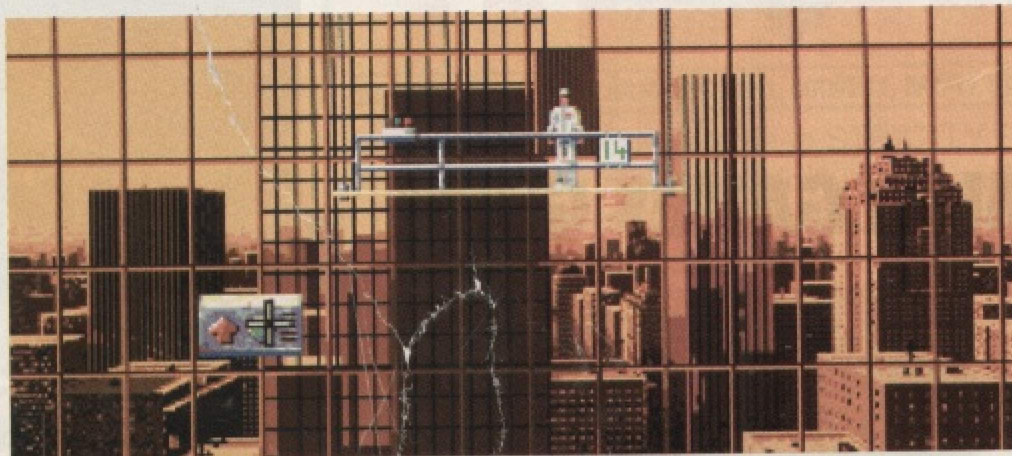
OVER 150 CLASSIC GAMES REVIEWED AND RATED

NUMBER TWO

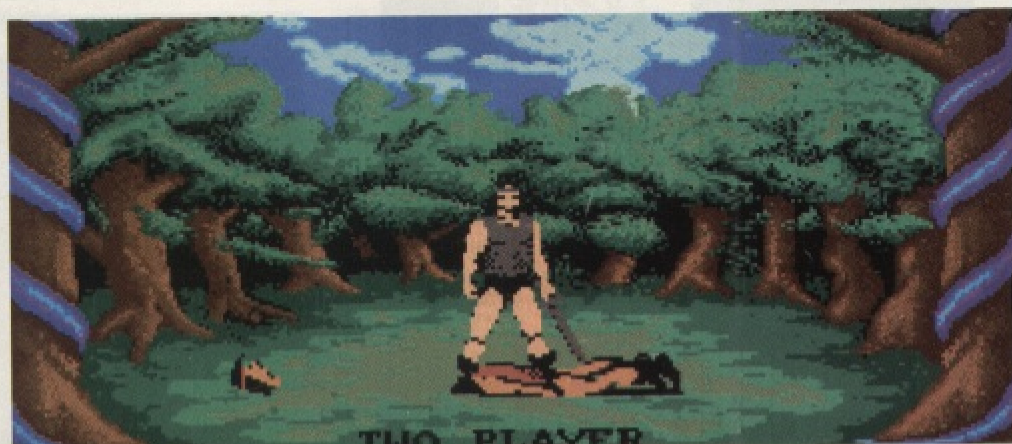
FREE! EXCLUSIVE TO CU AMIGA MAGAZINE! PART TWO OF THE MOST COMPREHENSIVE GUIDE TO THE AMIGA EVER PUBLISHED.

GAMES GUIDE


Monkey Island 2


Future Wars


Robocod



Barbarian

The Amiga began life primarily as a games machine and that's what it's still best known as. Nowhere else can you find suoh a rich variety of games. Over the following pages, we're going to be taking a look at some of the best Amiga games on offer and giving our expert opinion about which titles represent the best buys...

ED FIRST

Welcome to the second Amiga Guide, free with the December issue of CU Amiga. Over the coming months, Amiga Guide will cover every aspect of the Amiga, from programming, graphics and animation to music, video and desktop publishing. Each free magazine will cover a distinct topic, building up into one of the most complete guides to the Amiga ever published.

Last month we took a look at public domain software. This month it's the turn of Amiga games and next month we'll be presenting a 32-page Beginner's Guide. And all at no extra cost!

It's hoped that you'll enjoy these guides and get a lot out of them. Initial reaction to the first guide has been incredibly favourable, but if you've any suggestions to make things even better, then please drop me a line at the editorial address.

Dan Slingsby, Editor.

GAMES PEOPLE PLAY

Quality is a nebulous concept. What's one man's meat is almost certain to be another's poison. And nowhere is this more true than in the prodigious world of Amiga games software. Take Dino Dini's *Kick Off 2*, for instance. Many people consider it to be the best football game ever to grace a home computer, whereas others find it almost unplayable and prefer the simplicity of, say, *Sensible Soccer*. Then there are other alternatives such as *Striker* and *Man Utd Europe* to consider.

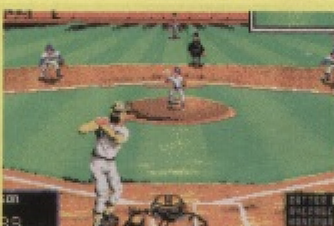
What I'm trying to get at is that everyone has an opinion and it's very rare indeed to find two people whose tastes exactly coincide. And that's been the problem we've had when compiling this special games guide. It was almost impossible to agree on any form of top 100 guide, so we decided to take a more sensible route and take a look at specific game genres. We've listed what we consider to be the top games from each category as well as some of the also-rans. We're not claiming that these lists are comprehensive. They're not meant to be. But hopefully, they'll point you in the right direction if you're thinking of testing the waters in any particular category. After all, with the average game costing £26, buying a duff game can be an expensive mistake.

contents













Moonstone

EDITOR
Dan Slingsby

ART EDITOR
Steve Rumney

WRITERS
Mark Patterson
Tony Dillon

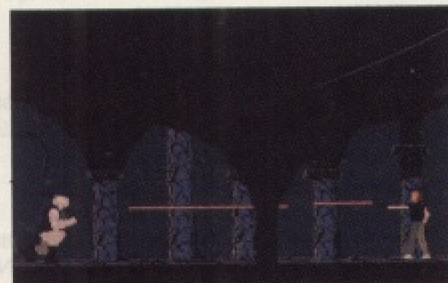
Publisher
Garry Williams

AMIGA GUIDE
CU Amiga
EMAP Images
30-32 Farringdon Lane
London EC1R 3AU
Tel: 071 972 6700
Fax: 071 972 6701

This issue of Amiga Guide is free with the November issue of CU Amiga, Britain's leading Amiga magazine. It is not to be sold separately.

ADVENTURE GAMES

Adventure games still have a slight spectacle and anorak image, which is completely inaccurate. The last few years have seen a revolution in controls and graphics, and now some of the best Amiga games fall into this category. No longer a load of old balrogs, check out some of the largest, most taxing and humorous games around.



ANOTHER WORLD US GOLD £25.99

It's hard to define this game exactly, so we've classed it as an arcade adventure.

It starts with you sitting at the controls of your particle accelerator, as you do after a hard day's work. You hit the button to run the test then what happens? The building gets struck by lightening. That, coupled with the experiment, teleports you to an alien planet. Tsk, should have opted for a quiet night in front of Eldorado.

The game is completely joystick controlled, although you don't get much time to practice. You start off underwater, and when you've learnt how to swim you find yourself on a seemingly desolate planet, with only a few stinging slug creatures for company. That is until you find the large, black lion-type beast. Escaping from it is the next task on the agenda. This serves as a good introduction to the precise timing the game requires throughout.

What makes this game really special are the graphics. They look like a combination of traditional sprites and polygons, which gives the game a nice feel. Every time a major event occurs you're treated to a short animated sequence which really enhances the atmosphere.

Another World suffers from being a little easy to complete, but the overall effect of the game is so spectacular that it's worth playing over and over again.







Monkey 2 is definitely a classic of its genre. Worth £35 of anybody's money.

THE SECRET OF MONKEY ISLAND 2 US Gold £34.99

With their follow-up to the award-winning *Secret Of Monkey Island*, Lucasfilm have introduced an improved control system, more jokes and many of the cast that made the first game such a hit.

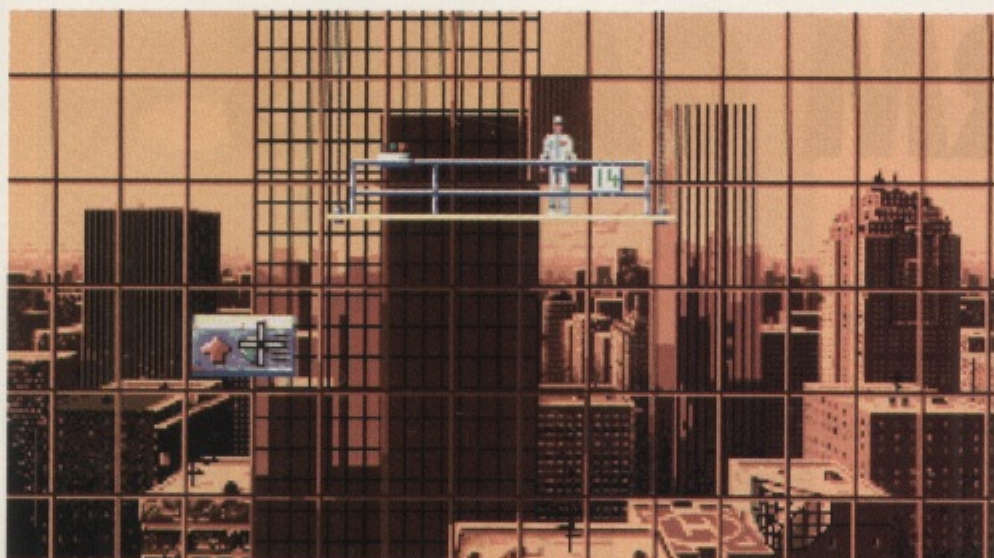
The plot is superb. No longer can the hero Guybrush amuse and win friends with tales about how he defeated pirate LeChuck, so he sets out on a new quest. The first part of the game starts with flashbacks, as Guybrush is left literally hanging around. This is a little disconcerting, as you're actually playing the game up to the point it starts, so to speak, so you have to get him into this situation.

But apart from all that, what really makes this game special is the humour. Throughout you come across characters who are out to brighten your day, sometimes with swords.

The control system is fantastically easy to get to grips with. To move Guybrush you simple point and click on where you want him to go, then he'll do his best to get there. There's a list of commands at the bottom of the screen that can be highlighted then applied to an item or character. Communicating is also made easy. To respond to a character you simply select one of the phrases that crop up in the dialogue window. Usually there's one key sensible statement that will earn you the information you're after, but it's always tempting to select the corny jokes to see what will happen.

The sheer size of this game is illustrated by the 11 disks it comes on. Don't be alarmed, though, there's actually very little disk swapping involved.

One of the best and, without a doubt, the funniest Amiga adventures ever.





FUTURE WARS ▲

US Gold £25.99

This forerunner to *Another World* has the same out-of-place hero plot, although this time you play a 21st century window cleaner sent back to medieval times.Once there you find out that the daughter of a local duke has been kidnapped and that there's a substantial reward for anyone who can rescue her. Being a noble type you take on this challenge. Succeed in that and you uncover a bunch of humans who explain that the Earth of the future has been take over by aliens and could you see your way to doing something about it? So from Middle Ages Britain, you're transported to a desolate wasteland where what's left of the world's future lies in your janitorial hands.

The game uses the now familiar point and click system, although it wasn't so common when it was first released. One small criticism is that many key objects in the game are so tiny it's very easy to overlook them, so keep your eyes peeled when you play this.

Future Wars is one of the classic adventures from the Amiga's huge back catalogue. It features liberal amounts of humour mixed with the occasional brain-numbing problem to create a game which is taxing without ever being frustrating.

LOOM US Gold £25.99

From the creators of *Monkey Island* comes another point 'n' click adventure laced with typically American humour.

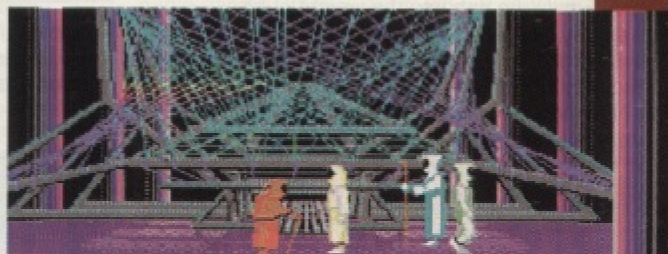
It's set in a village where music is used to cast spells and everything is generally rather nice, until someone kidnaps all the people.

The only person to escape is Bobbin Threadbare, as he was skiving off work. And so the responsibility of finding these good folk and defeating whatever took them in the first place lies squarely on his shoulders. Bobbin is only an apprentice weaver (a kind of musical, loom-working spell caster) so he's not very good with magic. So before he sets out to rescue anybody he has to acquire some spells. This stage of the game is a good introduction to the land where it's set, and it lulls you into a false sense of security as you hit the first real problem, a gigantic water spout blocking your progress across the sea.

This is a typical Lucasarts game. The graphics are great, if a little too cute at times. Naturally, there's plenty of humour, although to begin with there aren't exactly many people to converse with, so you have to rely on Bobbin's witterings to keep you amused.

This is a perfect game for adventure novices, but if you can complete either of the Monkey Island games you might find Loom a little easy going.

▼





The Adventurers

THE HITCH-HIKERS GUIDE TO THE GALAXY
Mastertronic £9.99

This is one of the almost extinct breed of text adventures. Which isn't a bad thing when you look at the graphic-driven titles such as *Monkey Island* which helped nail the coffin shut.

As you may have gathered from the title, the game is based around the Douglas Adams book of the same name. You play Arthur Dent, ape descendent and one of the only two remaining members of the human race, which came to an abrupt end when the Earth was destroyed to make way for a hyperspace by-pass. Fans of the book will be pleased to know that one of the very first problems is to get the ship's vending machine to make a cup of tea.

Don't be put off by the lack of graphics, what lies beneath the reams of text is a hugely funny and very, very taxing adventure.

RISE OF THE DRAGON
Sierra £39.99

The impression you get when you play this game is that the author was definitely a fan of Blade Runner.

It's set it the California of the future and all is not well. A group of terrorists are threatening to destroy the entire state if their demands are not met. Enter you, saviour of the surf-culture and all other west-coast inhabitants.

This game has loads of neat features. There are video phones where you can see the people you're communicating with, arcade sequences which spice the game up even more and plenty of animated scenes to update you on happenings elsewhere in the game. A great adventure for SF buffs.

ULTIMA VI
Mindscape £30.99

The latest instalment in Lord British's *Ultima* series once again finds the realm of Britannia under threat from dark forces. Like most *Ultima* games you're thrown in at the deep end, with very little idea what's going on, where you are or what the hell you're supposed to be doing.

There are many features common to the earlier *Ultima* games, although they are now much more refined, especially the magic system which is one of the most comprehensive you'll find in any game. It's also rather big, with a cast of hundreds dotted around several thousand locations. If you're after a lasting challenge, look no further.

THE SECRET OF MONKEY ISLAND
US Gold £34.99

If you've got the second game and not this one, you're missing out on a great game.

While not quite as good as its descendent, the original *Monkey Island* is still good enough to knock most adventures for six. Here we find Guybrush on a quest to become a pirate, although he starts about it in entirely the wrong way.

PLATFORM GAMES

A platform game is quite simply a game with platforms in it. No less, and very occasionally nothing more. The breed grew from small roots, namely a timeless ZX Spectrum classic called Manic Miner, and since then has blossomed and borne more fruit than any other genre. Here's the lowdown on the best around.



ROBOCOD Millennium £25.99

First, there was James Pond – Underwater Agent. Now, there's Robocod. Part fish, part machine, Robo is here to save the world from certain destruction from a global threat that goes by the name of Dr. Maybe. This foul fiend has kidnapped Father Christmas, and is planning to take over the world by disguising bombs as toy penguins. You have to enter Santa's tower, diffuse all the bombs and destroy Dr. Maybe himself.

Robo can run and jump with very little effort. However, there are two key aspects that separate this fish from the buoys in blue (groan). Firstly, he can use the weight of his armoured suit as a weapon, leaping upon the enemy to squash them into submission, and secondly he can stretch his upper body away from his lower parts, to reach higher platforms, from which he can hang and then monkey climb himself out of danger.

The game itself is very similar in feel to the Nintendo classic *Super Mario Brothers*, and that is its strongest point. The graphics are cute and entertaining, and the sound is just on the right side of irritating, but it's nice to see that the emphasis has been put on gameplay. *Robocod* is instantly enjoyable, with just the right level of difficulty. Seriously addictive stuff.





ZOOL Gremlin £25.99

With all the hype surrounding SEGA's *Sonic the Hedgehog*, surely it was only a matter of time before someone came up with some serious opposition. 'Bad News For Hedgehogs' claimed the headlines on the advertisements, T-Shirts, Mugs, tea cosies etc. Gremlin spent a long time writing this game and although it's not perfect, it's a good example of the genre.

Zool is an intergalactic space ninja, who has got lost after a particularly busy day dimension jumping. All you have to do is get him home. Naturally, you have to fight your way through some tortuous levels, do battle with all sorts of indescribable nasties and collect stacks of bonus points along the way, but it's all in the name of fun, isn't it?!

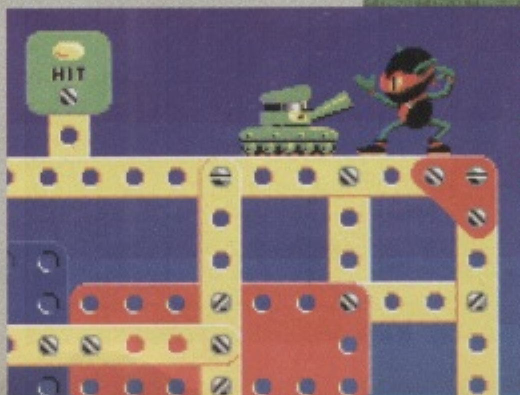
From the moment you open the box, you can tell that *Zool* is something special. For a change, it's a game developed specifically for the Amiga, so you're looking at the best the machine can do.

This highly playable little game, once you get used to the controls that is. Like most console games, there are quite a few moves the main character can pull off, and console owners are lucky enough to be endowed with multiple fire buttons. As Zool can run, punch, kick, slide, spin and fire a gun, there are quite a few joystick tricks to learn, making the game just that little bit tricky to begin with, but once you've played it for twenty minutes, it becomes second nature and the game really comes into its own.



Maze-like levels ensure that even if you find it easy to move about, you won't always find it easy to get out. A well-thought out game, and one to make your console-owning friends jealous.







RAINBOW ISLANDS

Hit Squad £7.99

Rainbow Islands in its original form was the second in a triad of Taito coin-ops, starting with the classic *Bubble Bobble* where you and a friend in the guise of small dragons had to catch the enemy in spit bubbles, and then burst them to wipe them out of existence. *Rainbow Islands* keeps a similar theme, only this time you (and the optional friend) are small children, and the bubbles have been replaced with rainbows.

The story takes you over seven different worlds, each broken into four vertically-scrolling levels. The aim of each is the same: start at the bottom and get to the top before the island floods (i.e. before you run out of time!). Fail to get to your destination, and it's curtains. Need we say more?

Each of the levels follows a different theme, and each involves different strategies. For example, War World has a lot of armed mobile units, so as well as the enemy themselves, you've got lots of enemy fire to avoid. On the other hand, Horror World has fast moving ghosts that home in on you, so the enemy are harder to avoid than usual.

As I've already said, your main weapon is your rainbow, and what a versatile little tool it is to. Basically, it has three main uses. Firstly, if you aim it right, you can hit a nasty as you fire it. Secondly, you can trap bad guys under it, and then jump through it to burst it, as with the bubbles of its predecessor. Thirdly, it can be used as a stepping stone to climb the levels. But that isn't all.

By collecting the tokens that litter the play area, you can expand your rainbow to three times its normal length, as well as speed up the drawing time. The end result is the kind of destructive power usually reserved for a good Chuck Norris flick.

Rainbow Islands is generally regarded as one of the best arcade conversions of all time. In effect, it's so close to the original that it plays exactly the same way: if you can finish the arcade machine on 20p, you'll have no problem with this. Responsive controls, arcade perfect graphics. One of the best platform games ever, no question

PUTTY

System 3 £25.99

System 3's reputation was built with more strategic titles than this, such as *The Last Ninja*, but it's nice to see the comapny trying their hand at different genres. *Putty* is about a small blob of putty who has been banished from Putty Moon by an evil tyrant wizard and focuses on his ensuing attempts to get home. A very silly plot, you must agree, but then again, *Putty* isn't the most serious of games.

The most striking aspects of the game are the amounts of warped imagination that has gone into designing it, plus the stacks of graphic and sonic thrills thrown in. All the way through the game, there isn't a square inch of screen that doesn't have something manic in it, from the Terminator carrots who cry 'Uzi nine centimetre' before opening fire, to the Uncle Ted bonus – a pub pianist who comes on screen when you collect a specific token, and plays for thirty seconds, stopping all bad guys in their tracks as they can't help but boogie.

Putty, like the toy of the same name, can do a hell of a lot. He can walk around, leap all over the place, lie flat, stretch between platforms, eat bad guys, even explode himself to kill everything on screen at once. It might seem like a lot, but because of the way the game is laid out, you're going to need it all.

Putty shows just how good an original game can be. If you want a red hot platform game that's going to raise a few laughs, then this is the one to get.





On A Different Level

RODLAND
Sales Curve £25.99

A very addictive version of the popular coin-op, *Rodland* is based in a land where fairies are real. Sickeningly cute graphics, cuddly enemies and harmless looking weapons disguise a game that involves hitting seals, grabbing them by their heads, and then smashing them repeatedly on the ground. Great fun.

CHUCK ROCK
Core £25.99

Core's first platform game for themselves, and they continue to prove that they have very little difficulty in matching the best of the rest. An amusing romp about a caveman with a beer gut, who smashes his way across some dangerous prehistoric backdrops. Good graphics, wicked gameplay.

RICK DANGEROUS 2
Microprose £25.99

Sequel to the highly acclaimed *RD1*, this time Rick's in slightly more futuristic surroundings. Designed and coded by Core, then just a development house, the puzzle elements of each level are what make it such fun to play. A little blasting accompanies a lot of brainwork. Genius.

HARLEQUIN
Gremlin £25.99

Surreal in the extreme, *Harlequin* has you as one of those clowns in funny checked clothes, bouncing through his homeland of Chimerica, which incidentally has a broken heart which he must mend. Incredibly playable, with some breathtaking graphics, *Harlequin* is definitely one of the strangest games ever.

PREMIER MAIL ORDER

*Titles marked * are not yet available and will be sent on day of release.*
Please send cheque/PO/Access/Visa No. and expiry date to:

Dept CU12, 10 Tinkler Side, Basildon, Essex SS14 1LE

Please state make and model of computer when ordering. P&P inc. UK on orders over £5.00. Less than £5.00 and Europe add £1.00 per item. Elsewhere please add £2.00 per item for Airmail. These offers are available Mail Order only.
Telephone orders: Mon-Fri 9am-7pm. Saturday 10am-4pm. Fax orders: 0268 271173. Tel orders: 0268 271172
Next day service available - ring for details.

Title	Price
Addams Family	16.99
Afterburner	6.99
Agony	24.99
Airbus	**22.99**
Air, Land, Sea	24.99
Air Support	19.99
Alien 3	19.99
Altered Beast	6.99
Amos	29.99
Amos 3D	24.99
Amos Compiler	19.99
Another World	19.99
Aquatic Games	16.99
Arkanoid 2	6.99
Award Winners	16.99
Archer Macleans Pool *	16.99
Arsenal FC *	16.99
Ashes of Empire	22.99
Assassin	16.99
Assault on Alcatraz	16.99
A - Train*	22.99
B17 Flying Fortress (1 Meg) *	22.99
Batman Caped Crusader	6.99
Batman the Movie	6.99
Bat 2 * (1 Meg)	26.99
Battletoads *	19.99
Billy the Kid *	16.99
Birds of Prey (1 Meg)	22.99
Black Crypt	19.99
Blues Brothers	16.99
Board Genius	19.99
Bonanza Bros	16.99
Bubble Bobble	6.99
Cabal	6.99
California Games	6.99
California Games 2	16.99
Carl Lewis Challenge	16.99
Campaign	22.99
Castles	19.99
Centurion	8.99
Championship Manager (1 Meg)	16.99
Chaos Engine *	16.99
Chase HQ	6.99
Chuck Rock 2 *	16.99
Civilisation (1 Meg)	**22.99**
Conan The Cimmerian *	19.99
Cool Croc Twins	16.99
Covert Action (1 Meg)	22.99
Crazy Cars 3	**16.99**
Cruise For A Corpse	19.99
Curse of Enchata *	19.99
Daley Thompson Challenge	6.99
Dark Sun: Shattered Lands *	21.99
Death Knights Of Krynn (1 Meg)	19.99
Deluxe Paint 4	54.99
Demonsgate *	22.99
Dizzy Collection	16.99
Doodlebug	17.99
Double Dragon	8.99
Double Dragon 2	8.99
Double Dragon 3	16.99
Dragon Ninja	6.99
Dreadnought	19.99
Dune	19.99
Dynablaster	**19.99**
Elvira 2 (1 Meg)	24.99
Epic	19.99
Euro Football Champ	16.99
Eye of the Beholder (1 Meg)	19.99
Eye Of The Beholder 2 (1 Meg)	21.99
Eye of the Storm *	19.99
F15 Strike Eagle 2 (1 Meg)	22.99
F16 Combat Pilot	8.99
F19 Stealth Fighter	19.99
Falcon 3 *	24.99
Final Fight	16.99
Fire Force	16.99
Fire and Ice	16.99
First Samurai + Mega-Lo-Mania	19.99
Flag *	19.99
Flood	8.99
Football Crazy	16.99
Football Director 2 (1 Meg)	16.99
Formula One Grand Prix	**22.99**
Fun School 4 under 5	16.99
Fun School 4 5-7	16.99
Fun School 4 7-11	16.99
Games 92-Espana	**19.99**
Gauntlet 3	16.99
Ghostbusters 2	6.99
Ghouls and Ghosts	6.99
G LOC	16.99
Goblins	16.99
Godfather Action	19.99
Godfather Adventure	24.99
Gods	16.99
Golden Axe	8.99
Graham Gooch *	19.99
Graham Taylor	16.99
Grusome *	16.99
Gunship 2000 * (1 Meg)	22.99
Guy Spy	19.99
Hard Drivin	6.99
Harlequin	16.99
Harpoon	22.99
Harpoon Battleset 3	9.99
Harpoon Battleset 4	9.99
Harpoon Scenario Editor	13.99
Head Over Heels	6.99
Heart Of China (1 Meg)	22.99
Heimdall (1 Meg)	19.99
Hitchikers Guide	7.99
Hoi	16.99
Hook	16.99
Humans	19.99
Hunter	19.99
Ian Botham	19.99
IK+	6.99
Indy Jones - Atlantis Action *	19.99
Indy Jones - Atlantis Adv * (1 Meg)	24.99
Int Sports Challenge	19.99
Ishar	19.99
Ivanhoe	6.99
Jack Nicklaus Clip Art	9.99
Jack Nicklaus Extra Courses	9.99
Jack Nicklaus Golf	12.99
Jack Nicklaus Unlimited Golf (1 Meg)	19.99
Jaguar XJ220 (1 Meg)	16.99
Jimmy Whites Snooker	19.99
John Barnes (1 Meg)	16.99
John Madden	16.99
Keys of Maramon *	16.99
Kick Off 2 (1 Meg)	11.99
Kick Off 2	9.99
Kick Off 3 *	16.99
Kings Quest 5 (1 Meg)	22.99
Knightmare	19.99
Knights of the Sky (1 Meg)	**22.99**
K.O 2 - Final Whistle	8.99
K.O 2 - Giants of Europe	7.99
K.O 2 - Return to Europe	7.99
K.O 2 - Winning Tactics	5.99
Laser Squad 2 *	16.99
Last Ninja 2	6.99
Leander	16.99
Leathal Weapon 3 *	16.99
Leather Goddess	7.99
Legend	**19.99**
Leisure Suit Larry 5 (1 Meg)	22.99
Lemmings	14.99
Lemmings Construction Kit *	16.99
Lemmings Data Disk	13.99
Links	24.99
Lombard Rally	6.99
Lure of the Temptress	19.99
M *	21.99
M1 Tank Platoon	19.99
Magic Pockets	16.99
Man Utd. Europe	16.99
Match of the Day	16.99
Mega Fortress (1 Meg)	22.99
Mega Sports	19.99
Mega Traveller 1 (1Meg)	19.99
Mega Traveller 2 (1 Meg)	19.99
Microprose Golf	22.99
Microprose Soccer	6.99
Midnight Resistance	6.99
Midwinter 2 (1 Meg)	22.99
Might & Magic 3 (1 Meg)	29.99
Moonstone (1 Meg)	19.99
New Zealand Story	6.99
Nigel Mansell World Champ *	16.99
Nightbreed-Action	6.99
Operation Thunderbolt	6.99
Operation Wolf	6.99
Ork	19.99
Outrun	6.99
Pang	6.99
Paperboy 2	16.99
Parasol Stars	16.99
PGA Golf Courses	9.99
PGA Tour Golf	16.99
Pinball Fantasies	19.99
Pinball Dreams	**16.99**
Plan 9 From Outer Space	24.99
Platoon	6.99
Pool of Radiance (1 Meg)	19.99
Pools of Darkness (1 Meg)	21.99
Populous	8.99
Populous 2 (1 Meg)	**19.99**
Powerdrift	8.99
Powermonger	19.99
Powermonger Data Disk 1	9.99
Premiere (1 Meg)	**19.99**
Predator	6.99
R-Type	6.99
Railroad Tycoon (1 Meg)	22.99
Rainbow Collection	13.99
Rainbow Islands	6.99
Rambo 3	6.99
Ramparts	16.99
Reach for the Skies *	22.99
Realms (1 Meg)	19.99
Red Heat	6.99
Red Zone	16.99
Rise of the Dragon (1 Meg)	22.99
Risky Woods	16.99
Road Rash *	19.99
Robocod	16.99
Robocop	8.99
Robocop 3	16.99
Robo Sport	19.99
Rock Star Ate My Hamster	4.99
Rome AD 9 *	16.99
R-Type 2	16.99
Second Surami *	16.99
Secret of Monkey Island (1 Meg)	16.99
Secret Monkey Island 2	**24.99**
Sensible Soccer	**16.99**
Sensible Soccer 1.1	16.99
Shadow Lands	**19.99**
Shadow of Beast 3	19.99
Shadow Warriors	6.99
Shinobi	8.99
Shoot Em Up Con Kit	8.99
Shuttle *	19.99
Silent Service 2 (1 Meg)	22.99
Silkworm	8.99
Silly Putty	16.99
Sim City+Populous	19.99
Sim Earth*	22.99
Space Crusade	**16.99**
Special Forces	22.99
Street Fighter 2 *	19.99
Strider	6.99
Striker (1 Meg)	16.99
Strip Poker 2 + Data	6.99
Stunt Car Racer	6.99
Super Hang On	6.99
Super Tetris	16.99
Switchblade	6.99
Switchblade 2	16.99
Team Yankee	19.99
Team Yankee 2 (1 Meg)	19.99
Teenage Mutant Turtles 2	16.99
Terminator 2	16.99
The Immortal (1 Meg)	8.99
The Manager	**19.99**
Their Finest Hour (1 Meg)	19.99
Thunderhawk	19.99
Titus The Fox	16.99
Troddlers	16.99
Turbo Challenge	8.99
Turbo Challenge 2	16.99
Turbo Challenge 3	16.99
Turbo Outrun	6.99
Turrican 2	9.99
TV Sports Baseball *	19.99
Ultima 6 (1 Meg)	19.99
Utopia + Data Disk	19.99
Voyager	6.99
Wing Commander (1 Meg) *	22.99
Wizball	6.99
Wizkid	16.99
Wolf Child	16.99
Zool-Station	16.99

SPECIAL OFFER

UPGRADE YOUR AMIGA TO 1 ME

1/2 Meg Upgrade -
£24.99
1/2 Meg Upgrade + clock -
£26.99

Mega Lo Mania - £12.9

Shadow of Beast - £9.9

The Kristal - £9.99

Wild Wheels - £4.99

Colonel's Bequest - £12.9

Mercenary 3 - £9.99

3.5" EXTERNAL DRIVE ONLY £49.9

JOYSTICKS

Quickjoy Topstar - £16.9
Speedmouse - £15.99
Quickjoy 2 Turbo - £9.99
Fighter - £4.99
Quickjoy Jetfighter - £10.9

BLANK DISKS

Unbranded

10 x 3.5" DSDD - £5.99
20 x 3.5" DSDD - £10.99
50 x 3.5" DSDD - £23.99
100 x 3.5" DSDD - £44.99

Branded - TDK

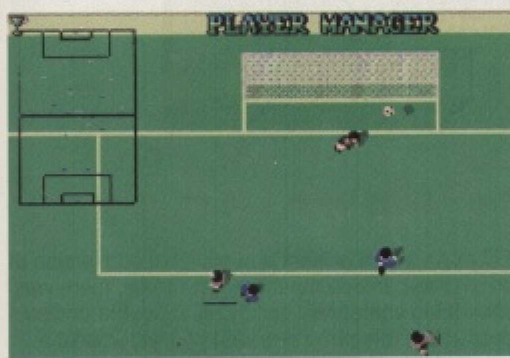
3.5" DSDD - £1.25 Each

Re-Cycled Formatted Disk

10 x 3.5" DSDD - £4.5
20 x 3.5" DSDD - £8.5
50 x 3.5" DSDD - £16.0
100 x 3.5" DSDD - £30.0

FOOTBALL GAMES

Ever since Match Day, practically every software house there is has released a soccer title in one form or another. The reason? Who knows, other than they know that if it has 22 people knocking a ball around, it'll sell in droves. Here's what we rate as the top four kick-abouts.



KICK OFF 2 Anco £25.99

When *Kick Off* was released, the game was criticised for having sprites that were too small and an unplayable control system. Now, of course, we all know better.

Viewed from above, the game plays over an extremely fast scrolling pitch. By using an overhead system, rather than a side-on perspective, it makes it far easier to pinpoint where a ball is going to land.

Controls are simple enough, on paper. Holding and releasing the fire button at different points prompts different responses, in conjunction with changes of direction with the joystick. Holding down the fire button with the ball at your feet prepares a pass, pushing the joystick in a direction and then letting go of the button automatically passes to the nearest player in that general direction. Yes, the beauty of *Kick Off 2 is* the control system. It takes quite a bit of mastering, but once you've got the knack, no one can beat you.



STRIKER Rage Software £25.99

The first thing you'll notice about *Striker* is the viewpoint. Rather than viewing the game directly from above, imagine watching the game from a roving camera, always at a fixed distance above the pitch, and always looking upfield.

The controls are easily the simplest of the lot – a step back to the early days, when all you had to do to shoot was get the bloke with the ball facing in the right direction, and press the fire button.

Forget any gung-ho, run-up-the-side-and-then-chip-it-in tactics. To win at *Striker* you're going to have to learn how to use 11 men usefully, instead of just one. The emphasis really is on teamwork. For example, if you have the ball, and one of your players is ahead of you, he will get into a sensible position to catch your pass, control will switch to the new player, and the new computer controlled player will run upfield to receive a return pass.

Visually, this is definitely the best of the bunch. The scrolling is stupendously fast, even with all detail such as stripes on the grass and the centre circle 'switched on'. Remove all the graphical thrills that might, with lesser quality code, have slowed things down, and only a golfing camera operator would be able to keep up. An excellent debut game from Rage Software.



SENSIBLE SOCCER Renegade £25.99

Sensible Soccer is based on *Kick Off.* Sensisoft make no bones about it whatsoever. Basically, they were all fans of Anco's effort, but reckoned they could do better. For the most part, the game is the same, but with a few added touches. To recap, it has the same overhead viewpoint, only this time the graphics are even smaller, leaving you with a larger view of the pitch so there's no call for a scanner. Even though the graphics are tiny, they have a lot more character than *Kick Off.* Also, whereas *KO* was restricted to straight shots and sliding tackles, *Sensisoccer* includes moves like bicycle kicks, diving headers and fully controllable set pieces.

On top of that there are full management and tactic design segments, where you can set up your entire team to play the way you want them to, from basic running around to corners and free kicks. This adds a lot to the game, and removes the feeling of being cheated by dumb computer players that most football games seem to offer.

I'm Managing Fine, Thanks

There is another side to football games, that of the famed and much maligned management simulation. Ever since Kevin Toms wrote that wonderful (!) title *Football Manager* on a scrap of paper, softcos have been falling over themselves in an effort to create the ultimate sim.

TRACKSUIT MANAGER
Goliath Games £DELETED

TSM had everything a budding manager could want, with one major omission – accounts. Doug Mathews, designer, once said 'A manager should be telling the team what to do, not balance the books.' Text only, the match itself is described in a running commentary something along the lines of 'Jones passes up, but Williams receives. William runs upfield, shoots...GOAL!'. Gripping stuff.

GRAHAM TAYLOR'S SOCCER CHALLENGE
Krisalis £25.99

As with any management sim, all the standard options are included (train, buy, sell etc.), along with some rather nifty presentation. The game is run from a diary, which outlines all the fixtures for the coming year, along with training days and holidays.

After each match, you can give pep talks to your team, along with the opportunity to pass comment on the match at press conferences.

MAN UNITED EUROPE Krisalis £25.99

Manchester United Europe was released to a 90% CU rating and wide critical acclaim.The Manchester team can take on the top European sides in four different competitions, including the European Cup and the Cup Winner's Cup.

Unlike the three other titles in this section, *Manchester United Europe* provides you with a Grandstand seat to view the action, giving you a more traditional side-on view of the game. At first glance, you would think that this would make things a little difficult at times when, say, you needed to gauge where a ball was going to land. Not so, thanks to a handy shadow that appears when the ball is in full flight.

The controls are easy to get to grips with. If your player is off the ball and you press the button, he does a sliding tackle. If he's on the ball, he'll kick it. The longer you have the button pressed down, the further it'll go. Also, moving the joystick after the ball has left the player's boot allows you to add all sorts of aftertouch effects, such as banana shots and lobs.



SHOOT 'EM UPS

Little stirs the pulse of a games player quite like a good shoot 'em up. Be it flying through space (and it usually is!) blasting down alien spacecraft left and right, or running through a forest armed only with a far more powerful weapon than any of the opposition, quick reflexes are the order of the day. Skip a beat, and you're dead..



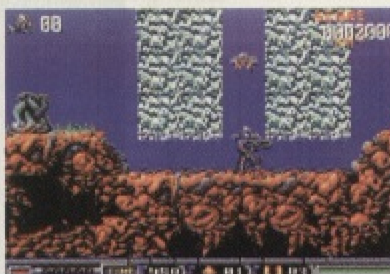
TURRICAN 2 Hit Squad £7.99

This has to be one of the highest rated shoot 'em ups ever to be featured in CU Amiga, receiving a whopping 94% back in February of 1991. It still stands up as one of the most playable games ever to appear on the Amiga. Why? Because it's very, very easy to play and there is more destruction in this game than you could ever need.

Following on a couple of years after the original *Turrican*, our hero's homeland is under attack again, this time by a giant battle computer that has gone a little haywire and wants to take over the universe planet by planet. To aid it in its task, it has created an army of battle robots, which are moving through your galaxy, wiping out and taking control as they go. Only you can stop them, of course.

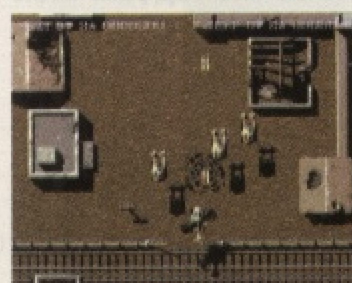
At first glance, the star of the show isn't all that impressive. A little guy with a little gun against an army of robots isn't exactly the fairest battle ever, so you've been graced with a few extra tricks. Pressing the space bar causes a smart bomb to wipe out all enemies on screen, pressing fire and holding the joystick down lays a mine, and just holding down the fire button ignites the flame thrower – one of the most enjoyable weapons ever seen in a game. A stream is fired out in front of you, easily covering half the width of the screen. By moving the joystick left and right, you can sweep the flame through 180 degrees from directly up to directly down, and nothing can withstand it. Sadly, you can't move while you're firing it, but you can't have everything.

As with the first game the scrolling is fast and smooth, the graphics are of a very impressive standard, and excellent use of sound effects adds real atmosphere. Intuitive controls and well thought out level design make this game as close to perfect as you can get. If you've got a vicious streak, you could do a lot worse.



Armed with a ridiculously powerful gun, it's up to you to smash the advancing alien hordes into space dust.





SWIV Sales Curve £25.99

Silkworm was a brilliant and playable conversion of an average arcade machine. On Amiga, there was something immensely satisfying about the endless destruction the game provided you with, particularly if you were the helicopter pilot. In *SWIV*, Storm took the whole idea, switched it on its head and created something spectacular.

SWIV is a two-player-against-the-rest-of-the-world blaster, with the human players taking control of a helicopter and a jeep. Obviously, both craft have different advantages and disadvantages.

Right from the word go, all you have to do is blast – no more no less. From the moment you start travelling up the screen, the bad guys start descending and you're lucky if you get a moment with your finger off the fire button.

There are quite a few ways in which *SWIV* stands apart from other games like this. Firstly, the speed. With a lot of clever coding, the game runs at a constant speed. Fast. Even with hundreds of bullets and enemies on screen, the game doesn't drop pace for a moment, which is good news for addicts.

Secondly, there's the length of the levels. By using their previously developed Dynamic Loading System, which loads in new areas and bad guys while the game is playing, there's no waiting between levels. Finally, there's the difficulty level. By working out how well you're playing, the computer will adjust the flow of enemies on screen to provide you with a constant challenge, one that's not too hard or too easy.

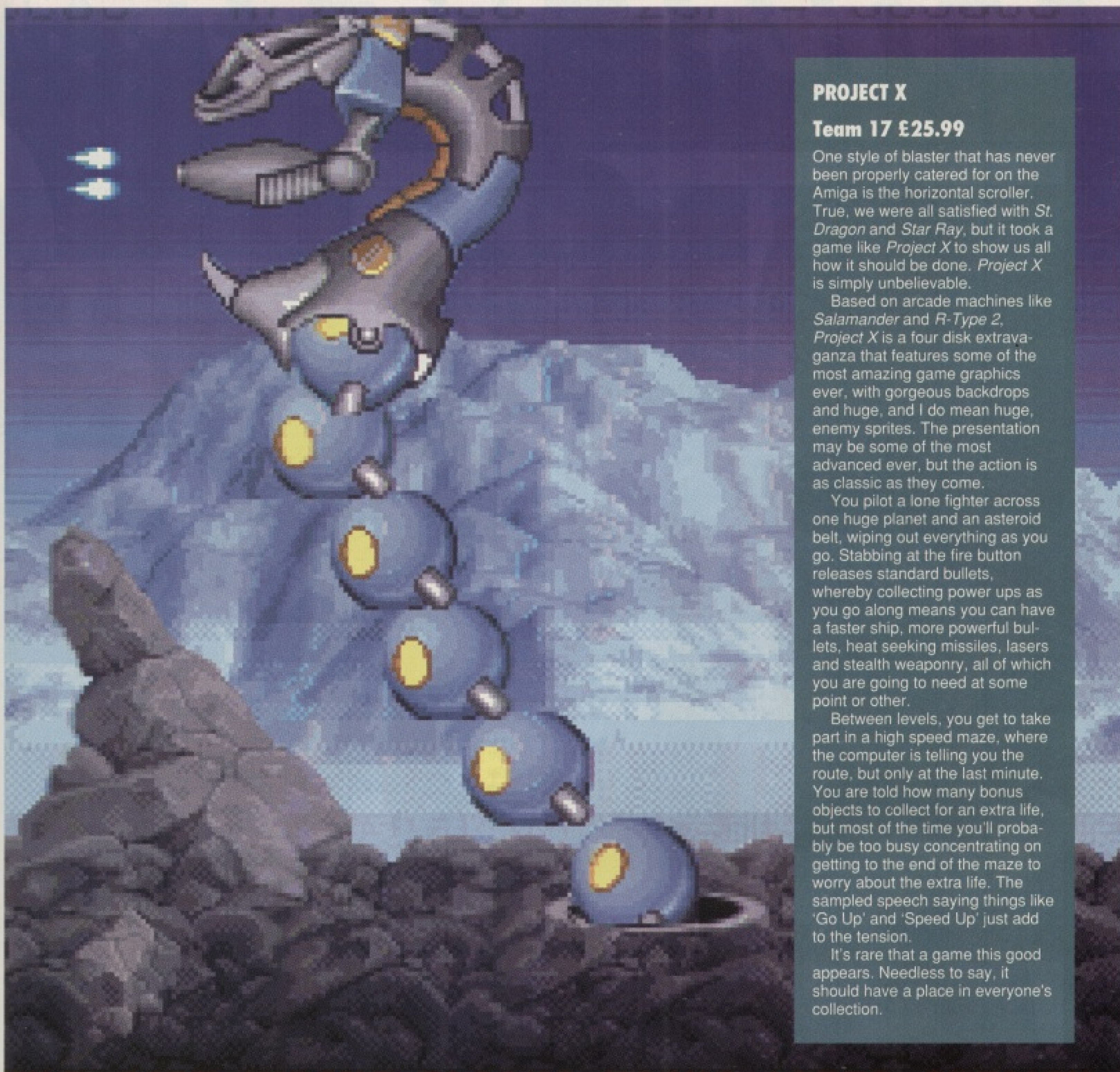


XENON 2 Renegade £DELETED

Xenon was acclaimed as the 'first arcade quality arcade game on the Amiga'. When the young Bitmap Brothers announced plans for a mega-sequel, the whole world sat up and got ready. When *Xenon 2* finally appeared, the world went Bitmap crazy, which isn't really surprising.

With staggering presentation, *Xenon 2* featured more of everything than anything else. Faster, smoother, more varied weapons and aliens, more levels of parallax and the best soundtrack ever. In fact, the pumping tune that can be heard all the way through the game is a Tim Simenon mix of Bomb The Bass' Megablast.

The game itself doesn't have much of a plot. The story goes something like this: You are a space captain who just so happens to be piloting a very heavily armed ship through some region of space or other, when up pops a lot of hostile little ships that fancy a pop at you. So, you arm your laser cannons and let rip.



PROJECT X

Team 17 £25.99

One style of blaster that has never been properly catered for on the Amiga is the horizontal scroller. True, we were all satisfied with *St. Dragon* and *Star Ray*, but it took a game like *Project X* to show us all how it should be done. *Project X* is simply unbelievable.

Based on arcade machines like *Salamander* and *R-Type 2*, *Project X* is a four disk extravaganza that features some of the most amazing game graphics ever, with gorgeous backdrops and huge, and I do mean huge, enemy sprites. The presentation may be some of the most advanced ever, but the action is as classic as they come.

You pilot a lone fighter across one huge planet and an asteroid belt, wiping out everything as you go. Stabbing at the fire button releases standard bullets, whereby collecting power ups as you go along means you can have a faster ship, more powerful bullets, heat seeking missiles, lasers and stealth weaponry, all of which you are going to need at some point or other.

Between levels, you get to take part in a high speed maze, where the computer is telling you the route, but only at the last minute. You are told how many bonus objects to collect for an extra life, but most of the time you'll probably be too busy concentrating on getting to the end of the maze to worry about the extra life. The sampled speech saying things like 'Go Up' and 'Speed Up' just add to the tension.

It's rare that a game this good appears. Needless to say, it should have a place in everyone's collection.

The best of its type, *Project X* features some huge sprites and is a fast and frantic blast.

Having a Blast

SWITCHBLADE 2 GBH £9.99

Fast, multi-scrolling blaster along the lines of *Turrican*. Faster than the original *Switchblade*, this sequel comes from the fingers of George Allen and Paul Gregory, responsible for games such as *Venus The Flytrap* and *Zool*. Considerably more active than the original, *S2* contains non-stop blasting with some of the meanest weapons ever seen, from high powered lasers to a flame thrower, against backdrops made up of over 100 screens per level. It can get a little repetitive, but you still get a lot of game for your money.

SIMULCRA Microstyle £25.99

A slightly different kettle of fish, this one. Microprose isn't exactly known for its shoot 'em ups, and this is one with a real twist – it's in 3D. A polygon based simulation, it's almost a flight sim, but is brought back from the brink by being completely action based with no complex controls. The aim? Fly over some weird landscapes and blow the hell out of everything you see. A novel approach, and a game well worth investing in.

SILKWORM Kixx £7.99

The original tank and chopper blaster, *Silkworm* was an average arcade machine. Fun for a while, but just not inspiring enough to make you want to keep shovelling 10p pieces into it. The Amiga conversion, by contrast, is highly addictive, showing that perhaps the game is better suited to the home player. Arcade quality graphics and sound, coupled with the Dynamic Loading System, make this game an unstoppable blast. On budget now, this can't be missed.

BEAT 'EM UPS

With the advent of Street Fighter 2, it looks like beat 'em ups are coming back into fashion. The idea is simple: beat the living daylights out of your opponent with an assortment of deadly moves. If you fancy some serious contact, then why not try one of these on for size.



MOONSTONE Mindscape £30.99

One of the most irritating things about beat 'em ups is the fact that once you have dispatched a bad guy, he disappears, or flies off the screen or whatever. You never have the chance to spit on the still-twitching corpse, or dance on their graves. Mindscape obviously realised this when they released *Moonstone*, a gore feast for sick and twisted individuals.

The game follows the exploits of four knights out to rid a country of evil. Played from a map, you are informed of where local monsters and treasures are, and must select where you wish to journey next in your quest for a quest. Before long, you'll find yourself thrown into the thick of battle, and this is where the fun begins.

Armed with a sword and some throwing knives, you have to slash and tear your way through everything that comes on screen, be it tiny fluffy creatures who will rip your legs off given half a chance, to enormous trolls who can lift a man with one hand, and eat them whole without need for a glass of water.

The controls are simple enough, and you are limited to only a few moves. But that isn't a problem, because the graphics easily make up for it. Every swing of the sword draws blood, and every enemy that hits the deck stays there. Find a screen with a lot of creatures on it, and before long you'll find yourself knee deep in gore. What a great game.



GOLDEN AXE Mastertronic £9.99

In the arcades, you couldn't get near it. Gamesplayers from around the world flocked to the Dungeons & Dragons style hack 'em up. Who knows how many Megadrives were sold because of it. And then *Golden Axe* came to the Amiga, and was just as good as the coin-op.

Golden Axe follows along exactly the same lines as most arcade combat games of the time (*Renegade, Double Dragon*) in that you begin at the left edge of a set of levels, in this case five in total, and have to travel to the right edge of the strip mercilessly killing everything that comes near. Don't worry, that's what everything else will try to do to you, so don't get tied up in moral issues. This is about life and death.

Two people can play, selecting characters from a shortlist of three. Each has different abilities and weaknesses, so the character you choose is vital to your success. For instance, if you're the sort of person who likes to wade in and doesn't give two hoots about the consequences, then you're better off selecting the barbarian over the elf. If however, you want more magical abilities, so you can be a little more strategic, then the elf wins every time.

The controls are extremely simple to get to grips with. Moving the joystick without the fire button pressed just moves your character around the screen, and pressing the fire button with the joystick held in a direction selects a move from a list that includes throws, kicks and the use of any weapon you happen to be carrying.

INTERNATIONAL KARATE+
Hit Squad £7.99

Archer Maclean shows us all how this sort of thing should be done. *IK+* is the most outstanding title from a time when karate games were all anyone could think of doing. *Way Of The Exploding Fist, Karateka,* all you could see were combat games. And then came *International Karate +*, the new standard.

For the first time you could experience three way combat in the form of organised karate competitions. Up to three people can play, but if any less want to, then the computer takes up any spare roles.The aim is to be the first person to score six points within a time limit. You get two points for a direct hit and one for an indirect one, so skill is all important. Once a player has reached the big six, the match ends and the scores are evaluated. Only the top two go through to the next round, so whoever hasn't scored, doesn't get to go through.

What makes this game so outstanding is its speed and playability. The joystick controls were easy to pick up on, so even if you couldn't quite handle all the moves, you still had a good chance of landing a punch on somebody. The speed meant the action was always frantic, and playing with friends makes it one of the most enjoyable games ever. There's something crazed about sitting next to someone and willing them to have a minor stroke so that you can slip in a couple of kicks to the head.

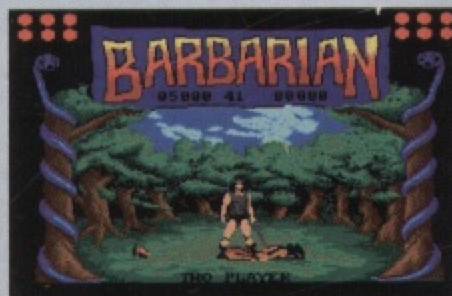
BARBARIAN Kixx £7.99

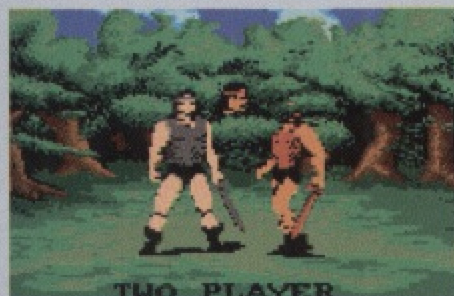
The original two-player combat game, *Barbarian* sparked a lot of interest initially due to Maria Whittaker taking a starring role in the game's advertising. Luckily, the game was better than the hype suggested.

Barbarian is essentially two games in one. The first is a standard combat game, where two players can fight each other, or one against the computer. Two men stand before each other, both armed with broadswords. Each also has six life points, and the aim is to remove your opponent's before he removes yours.

There are two ways to do this. The first is to simply keep hacking away with the game's sixteen moves, knocking points off slowly but surely until the other fighter falls to the ground, dead. The second method, which takes considerably more skill and a hell of a lot of luck, is to decapitate him. If done from the right distance, your fighter spins, drawing a smooth arc with the sword which ends up slipping cleanly through your opponent's neck. Nice.

It's great to play a game like this and see how it hasn't dated. Still as enjoyable as the day it was released, *Barbarian* will always be a classic.





THE NAME GAME

If there's one thing that can make or break a game, it's a big license. I don't mean signing up an arcade game, I'm talking about big film and character licenses. If handled right, these can be massive money spinners. Here's a selection of the best.



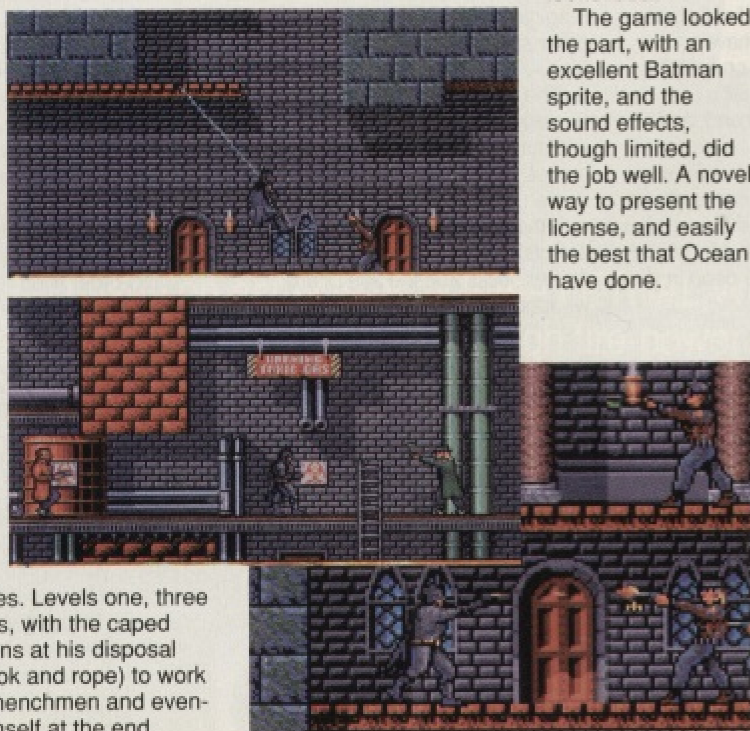
BATMAN THE MOVIE Hit Squad £7.99

Can there be any film that was as widely hyped as Tim Burton's Dark Knight extravaganza? Everywhere you looked, Batman logos encompassed the world. Wimbledon officials banned Batman T- shirts, the comic started to sell again and Michael Keaton became one of the world's most sought after stars.

When Ocean signed the rights to the game, the computer world held its breath.

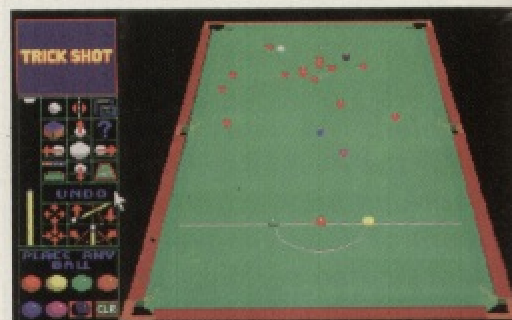
Where film licenses have generally been disappointing, *Batman* was wonderful. It captured the essence of the film perfectly, and the atmosphere and energy created by, say, one of the excellent driving sections was exactly what a game like this needed. Just in case you don't remember, the game follows the plot of the Joker's emergence into Gotham city and his attempts to take over the world with Smilex, an acidic chemical that causes death by smiling.

Split over five levels, the game followed two main styles. Levels one, three and five were platform capers, with the caped crusader using all the weapons at his disposal (gun, batarang, grappling hook and rope) to work his way through the Joker's henchmen and eventually take on the big guy himself at the end.



The remaining levels were very fast driving sections, with the action viewed from slightly behind and above the Batmobile, as in *Lotus* and numerous other driving games. First you had to drive through the city avoiding the cops, then you had to fly the Batplane and cut the Joker's balloons loose.

The game looked the part, with an excellent Batman sprite, and the sound effects, though limited, did the job well. A novel way to present the license, and easily the best that Ocean have done.



Even more like the real thing than the real thing itself! That's our verdict on *Jimmy White's Whirlwind Snooker.*

JIMMY WHITE'S WHIRLWIND SNOOKER

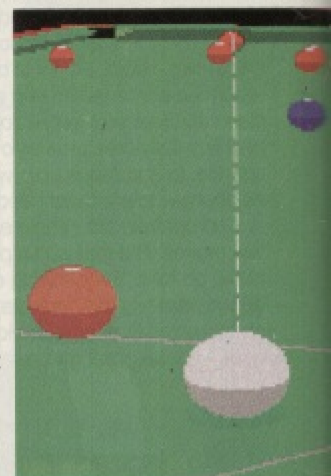
Virgin £29.99

This game started life as *Archer Maclean's 3D Snooker*. That was a couple of years ago. Then Jeremy Beadle stepped forward and said 'Hey, why don't you get someone to endorse that?'. The bods at Virgin listened to TV's Mr. Personality and signed up Jimmy White. The rest, as they say, is history.



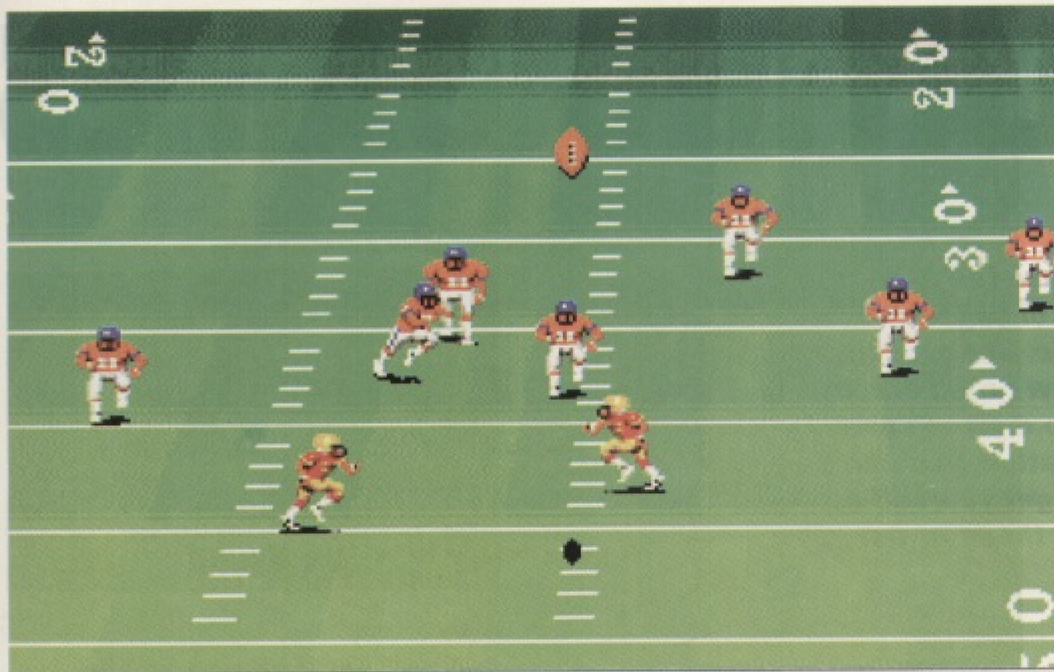
When it appeared, it was unlike anything seen before. True, Virgin had already released a game called *3D Pool*, but it wasn't a patch on this. Featuring a table that you could view from all angles, zoom in and out of, spin like a top and still line up a shot, the speed of the graphics was something that blew everyone away. And then you played it.

If ever a game could be described as perfect, then this is the one. Faultlessly it mimics the real game of snooker, and presents it in a way that becomes second nature in no time at all. If you are familiar with the game, and find yourself a bit of a wizard with a cue, then you'll have no problem playing this game. There are no surprise angles here, no impossible shots, and absolutely no cheats available.



In true Archer Maclean style, there has to be a few jokes thrown in. If you should leave the game for a few seconds, flies appear on the screen and start bumbling around. Leave it for a little longer, and the balls start to pull faces...

What can I say? If you like snooker, then you have to buy it. No question.



With hundreds of play options at your command, *John Madden's Football* is the best NFL-simulator ever devised.

JOHN MADDEN'S FOOTBALL

Electronic Arts £25.99

This game was already a massive hit on the Sega Megadrive, and I can't remember getting so many phone calls asking for the release date of a game prior to *Street Fighter 2*. In case you didn't know, John Madden became the youngest headcoach in history in 1969, and is now a commentator for NBC. This game is the best version of the sport ever to appear on any home machine.

Mixing styles between managerial and arcade action is always a bit risky as player manager games always seem to skimp on one or the other, but not this one. You are coach to one of 16 NFL teams and have to guide them through the season and hopefully end up at the Superbowl. In your capacity as coach, you have to select and train up your team, as well as sort out the plays for each match, once you've assessed the strengths and weaknesses of the opposing team.

Then, you have to take on the role of quarterback, and put your all into the arcade section of the game. Again, this section is done brilliantly and with real atmosphere. Feel the crunch of bones as half a dozen 12 stone padded weights fall on you.

There's a lot to *John Madden's Football*. Far too much to go into here. The number of different play options is staggering, to say the least. If you want to know more, check out the review in February's CU Amiga, where it scored a whacking great 88%, and Dan Slingsby called it 'The most addictive sports sim ever!'. Who needs to say more?

Star Buys...

ELVIRA
Accolade £19.99

To date there have been three Elvira games, two graphic adventures and an arcade romp, all of which have been quite good. The adventures are of the 'pick an object up and take it somewhere else' variety, but are enjoyable none the less, especially when you consider that they both cover at least four disks each. The arcade romp is a standard platformer that features some rather terrific animation. All in all, good licenses.

INDIANA JONES
Lucasfilm £30.99

There have been countless Indiana Jones licenses over the years, including the dreadful *Temple Of Doom* arcade game, but these Lucasfilm adventures are some of the best that the company have ever done. Massive, both in number of locations and in inventiveness, it'll take even the best adventurers to get through them. Atmospheric to the end, this is the only way to get into the character of Indiana himself.

ROBOCOP 3
Ocean £25.99

After two disappointing licences, Ocean came out with this one long before the film was even finished, so it's hard to say how well it fits its own licence. It does, however, fit the character of Robocop perfectly. Staying with a multiple game style, Robo 3 contains a couple of amazing first person polygon sections that have our hero walking through buildings, driving and even flying with a Jetpack. If you want to know how the world looks through the eyes of a machine, then this is the game to get.

ADDAMS FAMILY Ocean £25.99

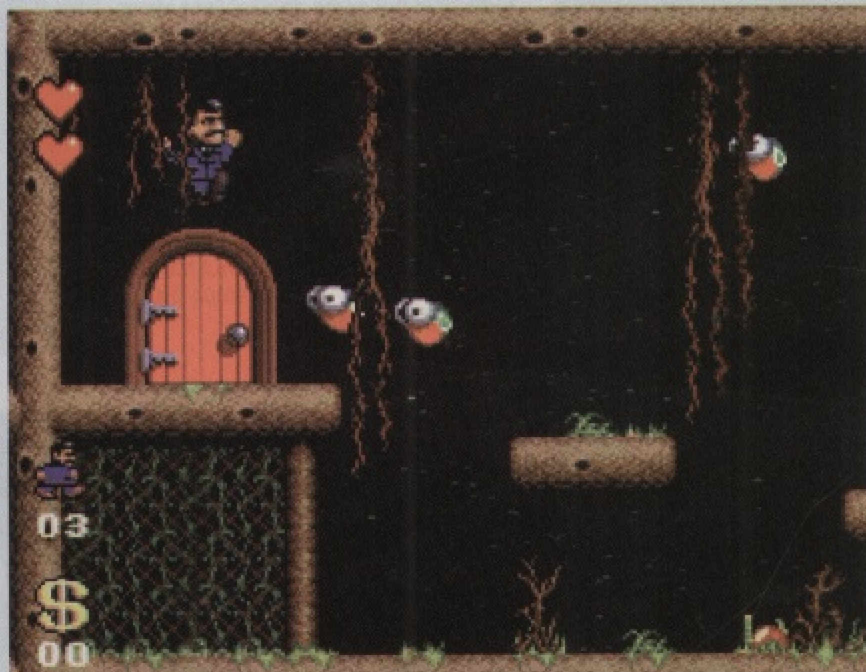
Admit it, most Amiga owners are a teensy bit jealous of Nintendo owners because they've got Mario. We'd all like to play it at home, but there just hasn't been anything like it on the Amiga. Until now that is. When Ocean signed up the Addams Family movie, they saw it as the perfect chance to put out a Mario beater, and they did.

OK, so it doesn't quite follow the same storyline as the film, but the characters are more or less the same. A property developer wants to knock the house down to build a block of flats, and has kidnapped everyone except for Gomez. Being a respectable kind of ghoul, he sets out to free his family.

Yes, it's a scrolling platform game, but it's a bloody good one. Set in the five wings of the house and the graveyard, you have to run and bounce your way through whatever the house throws at you. In Mario style, jumping on bad guys kills them. Being hit by anything kills you.

As you work through the game, there are all sorts of little surprises to find, from secret rooms filled with bonus points and energy, to hearts which increase your maximum energy (the amount of hits you can take before you croak) and the secret weapon – the Fez copter. Collecting this give you limited flying abilities, to reach previously inaccessible platforms, usually stuffed full of goodies.

So it doesn't have a lot in common with the film. That doesn't matter much. What does matter is that it's a very enjoyable and addictive game, and one that could stand alone quite easily. The license is just an added bonus. Still, why am I telling you this? You should have bought it already!



Spooky! Mario-style gameplay comes to the Amiga in this license inspired by cult 60s comedy sitcom, the Addams Family.

ROLE PLAYING GAMES

Traditionally, role playing games consisted of a handful of spotty youths with reams of paper and geometric nightmares instead of dice. Then along came the computer, and with it a new breed of role playing game. Instead of relying on a dungeon master to provide a description of a situation, you can see what's going on for yourself. So get yourself a new persona and check out some of these RPGs.



EYE OF THE BEHOLDER 2

US Gold £35.99

Following-up on the classic *Eye Of The Beholder* wasn't going to be an easy task for SSI, but they managed it, with an improved control system, more monsters and some horribly dangerous dungeons.

If you completed the first *Beholder* game you'll be interested to know that you can advance your characters even further in this one. There's a greater array of spells, weapons and abilities open to adventurers. There is a price to pay for this, though, as many new creatures have been brought in to thwart your quest. In addition to dungeons you can now wander around outside, which leaves yet more room for even deadlier creatures.

There's a lot of exploring to be done as well as puzzle solving, and it helps to have a pen and paper handy to jot down notes and map tricky sections of dungeon. Because of the increased difficulty you really need to think more about what you're doing. You won't last long if you lead your party into combat then start equipping them with suitable weapons. Magic items also come more into play as certain creatures are affected by specific weapons.

The graphics really stand out in *Beholder 2*. The perspective backgrounds and fantastic creatures give the game an excellent atmosphere. Even the icon banks are well presented and clearly laid out.

This is one of the slickest RPGs available, but because it's tougher than the original it pays to have played the first game so you can graduate onto *Darkmoon* rather than be thrown in at the deep-end.



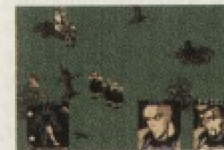
Shadowlands pits your four warriors against massed evil hordes.



SHADOWLANDS Domark £29.99

This game is a little weird because you don't actually take the role of a party member, instead you sort of remote-control a group of adventurers.

Shadowlands employs a novel control system. To issue a command to a character you have to click on the relevant part of their body. A lot of the game seems quite confusing at first, for instance controlling four individual characters during combat takes some getting used to.



The isometric graphics are used to excellent effect, most notably with lighting. When a character ignites a torch only the immediate area around him or her is lit and the further away the darker it is. This also leads to some surprises, as you can't see around corners or through doors, so there are several strategically placed groups of monsters to catch out any character that strays too far from the party. Equipping the group is also quite challenging. Decent armour and weapons are few and far between, so you can either divide what you have between the four, or have one super-tough fighter and hope that they can handle most of the combat.

Shadowlands seems quite bizarre at first, but the excellent graphics soon win you over. The game has a really nice feel and look to it which you won't find in any other RPG. While it looks more like an arcade game, you're still required to put your brain to work to solve a number of taxing puzzles.

Taking a swipe at the likes of *Dungeon Master, Eye of the Beholder* brought RPGs into the nineties.







First came the best-selling board game, then came Gremlin's equally successful computer game.

HEROQUEST Gremlin £25.99





Licensed from the board-game of the same name, *Heroquest* does away with the plastic figures and crib-cards of the table top version and replaces them with pen-free number crunching.

The attraction of the board game, apart from the placcy monsters, was its ease of use. It usually takes hours to get going in most RPGs as you roll stats and work out the modifiers, in Heroquest you simply picked a character and got going.

The Amiga version works in much the same way. You simply choose the characters you want to enter the first of the twelve dungeons. From there on the controls are just as simple. Icons make entering commands easy, so you can respond to a sneak attack from orcs in a split second.

What spoils this game are the number of dungeons – there just aren't enough. The first six or seven are fairly east to beat, and although it does get much tougher, you may not want to go back to the game when you've completed it. Fortunately, there's an expansion pack called *Return Of The Witchlord* available, which contains a fresh plot and plenty of new traps and mazes for your party.

With the expansion pack this is an excellent RPG. Its ease of use makes it great fun to play and fans of the board game will love it.

A Partying We Will Go

EYE OF THE BEHOLDER
SSI/US Gold £30.99

With a comprehensive sequel in the form of the superlative *Legends Of Darkmoon*, it's a testament to the original that it's hardly overshadowed by such an awesome game.

Beholder wowed just about everybody when it was first released. It combined a sensible plot with a great deal of exploration and puzzle solving. Along with that came an easy to use control system and fantastic graphics and plenty of characters and spells.

If you've played *Beholder 2*, this will look a little dated, but that's not a good enough reason to pass up on a classic, is it?

CAPTIVE
Mindscape £25.99

It's the far flung future, and in a dingy cell on a distant planet a prisoner has got his hands on a portable computer. Using his programming skills he's activated a group of robots and summoned them to rescue him.

This results in a game which is like *Dungeon Master* with lasers. The control system is very similar and the game plays in much the same way. The size is completely staggering, so be prepared to burn the midnight oil with this one.

BARD'S TALE 3: THE THIEF OF FATE
Electronic Arts £10.99

Along with the Ultima series, the Bard's Tale games can be credited with helping shape the modern RPG. This instalment finds the once prosperous city of Skara Brae ruined by the mad god Tarjan. To find and destroy him you have to guide your people through a number of dimensions, battling lesser demons and collecting artifacts that will help you in the final battle. There are hudreds of levels as well as the great outdoors to explore. There are loads of character classes ranging from Monks to Geomancers and hundreds of spells to master.

KNIGHTMARE
Mindscape £30.99

Like the TV show which this is based on you run around a dungeon battering any denizens that get in your way. The game uses a very similar system to *Captive*, although it has a few extra features. Spells and attacks can be preset, allowing you to unleash a lethal combination of magic and blows at the touch of a mouse button.

Knightmare is difficult, almost to the point of complete frustration, but it does have a great many addictive qualities and it pays to progress through the dungeons slowly to avoid any unexpected encounters.

DUNGEON MASTER
FTL/Psygnosis £29.99

This is the game that provided the impetus for most modern RPGs.

The display consists of a large window which shows the area immediately in front of the party, the status of the characters at the top and various command icons at the side. These simple features combined to produce an RPG that was so easy to use it had people hooked in no time.

Although it looks quite dated next to the likes of *Eye Of The Beholder*, *Dungeon Master* is still a very good game. The mazes are very large indeed, and populated with a great many foul creatures, including zombies and mummies who are a bugger to kill. It pays to play a strategic game, i.e. run when the odds look stacked against you. There are many sections that can be found early on that are best left alone until your party have advanced sufficiently to have enough magic and hit-points to deal with the situation.

When you've finished slaughtering and pillaging in your current RPG you could do a lot worse than give this a look. Even better, it now comes bundled with *Chaos Strikes Back* for only £29.99.



GOD SIMS

These are the games for people who like power, control and putting ants in plastic bottles then shaking them around. They're the God-sims, so called because the fate of nations and worlds lie in your hands. Some call on you to marshal your forces, others to conquer at all cost or even smite miscreants with lightening bolts. This is a relatively new genre of game, and one which will no doubt see many additions in the future.





POPULOUS 2 Electronic Arts £29.99

Populous was the game that spawned the God sim genre, and with its sequel programmers Bullfrog created a game which stands head and shoulders above the competition.

The aim of a game is quite simple: you and a rival deity are given a world and instead of undignified intra-God combat for possession of it, you get the populace to do your dirty work. Last person standing wins the world for their god.

Naturally, things would get a bit boring just watching a bunch of computer-controlled religious fanatics club each other to death, so you're called upon to provide some divine intervention nudging your people in one direction while smiting a few of the other guy's when his back's turned.

Your holy arsenal consists of 20 powers which either do things to people or the land they inhabit. The most basic thing is land building. This comes into play right at the start, where the aim is to create flat terrain on which the mortals can build castles, which provide defences and plenty of room to breed, creating more soldiers for their armies. From there such 'natural' occurrences as volcanoes, earthquakes and floods can be unleashed together with combinations of different powers that really cause some damage.

The graphics are isometric, with tiny sprites used for the people. This provides an excellent sense of proportion, especially when you dump a whopping great volcano-from-hell right in the middle of an enemy settlement.

Virtually everything about this game is spot-on, from the smart graphics to the awesome gameplay.



POWERMONGER Electronic Arts £29.99

Like *Populous 2*, this *Powermonger* was designed by Bullfrog, and like that game you control a civilisation of tiny people on an isometric landscape, although this time you're without any special powers.

War is the name of the game. You start off with one army and the goal of conquering a world by whatever means possible. It's not as easy as pointing them at an enemy village and shouting kill, though. Firstly, they need food, which has to be sent along supply routes, found in the form of sheep which roam the land or gained by pillaging villages. Technology also needs to be acquired to give your soldiers the edge over their foes. The importance of this is illustrated when a group of your musketeers encounters an enemy platoon armed with swords.

As you get further into your quest you'll encounter other generals who can be recruited along with their armies to fight on your side. A certain amount of diplomacy is also called for as not everyone starts the game aligned to a particular side. If you encounter a neutral village it doesn't pay to slaughter their sheep and burn everything in sight, instead it pays to be nice, and bring the men-folk around to your way of thinking so they'll fight for you.

A great deal of thought is required to play this game, which makes it hugely absorbing. There are also expansion disks available, such as the World War One edition, which make the game even better.



UTOPIA Gremlin £29.99

Deep space is the setting for this God-sim, with you in charge of a colony right on the edge of the known Universe. As the administrator it's your job to raise the standard of living on this mud-ball colony to 80%, while dealing with aliens and other events that befall your settlement. When the ball finally gets rolling and the population increases, you have to instigate building programmes to create more housing and amenities, as well as increase the police force. The sticking point behind these plans is finance, even space is no refuge from recession.

Humans aren't the only inhabitants of this planet, there's also a resident colony of aliens. Naturally, they aren't too happy with their new neighbours, and the decision to tolerate or attack them lie firmly in your hands.

This is a little more cerebral than the other God games, combining overtones of *Populous* and *Sim City*. The control system is clumsy and takes time to get used to, but it's worth persevering with as this is an enjoyable game.

ARCADE CONVERSIONS

Recent months have seen a drop-off in the number of coin-op conversions appearing on the Amiga. Is this because the software companies feel the latest wave of high-tech games to hit the arcades are unconvertible? Who knows. Whatever happens, the Amiga already has acquired more than its fair share of excellent coin-op conversions over the past few years.



PANG Hit Squad £7.99

You can tell that the coin-op this game is licensed from originated in Japan. Where else would you get a concept as bizarre as travelling around the world bursting bubbles? While this may sound about as exciting as clipping your toe-nails, it does make for a frighteningly addictive game. Each level is played on a single screen, and to begin with you're faced with just one large balloon. The hero is armed with a gun that fires a chain with a spike on the end. When it hits a balloon it bursts into smaller ones, just like *Asteroids* (if you can remember that far back). As you progress through the game you face more and more balloons at once, and platforms appear, inviting you to take risks and causing the balloons to become trapped, adding to your problems.

Some helpful, and not so helpful bonuses appear from time to time. One of the best is the gun, which swaps your chain weapon for a rifle which makes short work of the balloons. Another useful one doubles the amount of chains you can fire, while collecting dynamite explodes all the balloons so you're left facing hundreds of tiny ones.

Pang has the added bonus of a two-player mode, which makes it even more playable. An essential purchase.

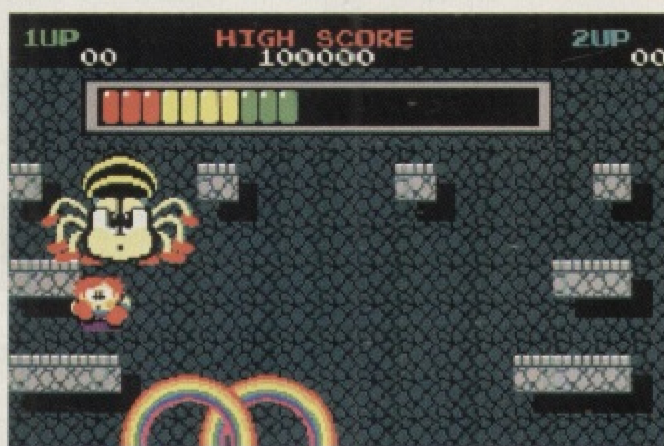
RAINBOW ISLANDS Hit Squad £7.99

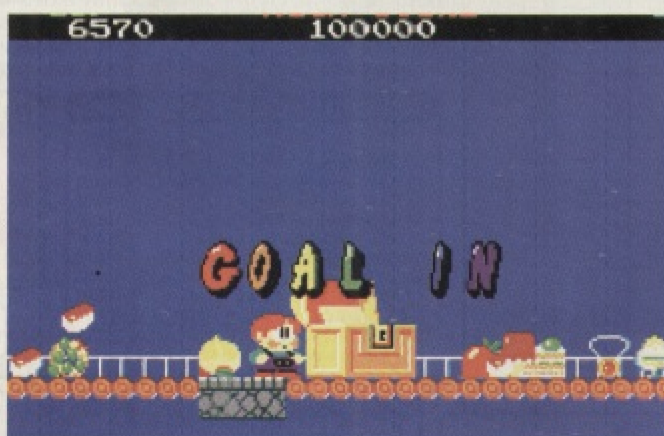
This is the game that sparked a whole wave of so called 'cutesy' games on the Amiga. The aim of the game is to get to the top of a series of vertically scrolling levels which are set on several islands. This wouldn't be much of a challenge if it weren't for the hordes of monsters which come after you. Our hero's only defence comes from his excellent jumping ability and the rare talent of being able to produce rainbows from his finger tips. While refracted light doesn't sound like much of a weapon, in this game you can use the rainbows to help you get to the higher levels or to trap nasties.

Each island ends with a showdown with a boss, but these are more cute than fearsome. Most are surrounded by platforms, which have to be traversed in order to avoid the boss and get some hits in.

There are bonuses galore throughout each level. Most of them just top up your score, but others increase the amount of rainbows you create and the speed your character moves at. Although *Rainbow Islands* looks like it's completely dependent on joystick skills, there are lots of different strategies that can be used on particular levels and, as if that wasn't enough, there are plenty of secret stages too. They're difficult to find, but it's worth looking out for them.

Without a doubt one of the most addictive games ever on the Amiga. There's so much to it and the garish colour scheme is fantastic.





GAUNTLET US Gold £DELETED

Gauntlet is a real arcade classic, and this conversion from US Gold really does it justice.

It's set in a Dungeons & Dragons-type world, which is made up entirely from mazes. Naturally the aim is to get through these in one piece.

There are four characters to choose from: the Wizard who's competent in magic and not much else, Valkyrie who's not quite as good with magic but can move faster, Elf who's the fastest of the lot and Warrior who's no good with magic but excels in combat.

While the graphics are tiny there are lots of them. The heroes come under attack from dozens of creatures, as well as the indestructible Death who appears from time to time to drain the energy from the first available character. Many of the levels contain subtle puzzles such as a series of magic blocks which have to be trodden on in the right order to open doors. The game is played against the clock, as the characters' energy depletes constantly, even when standing still. Food has to be collected to replenish it, which often leads to confrontations between two players who are both close to death.

The Amiga version is every bit as playable as the coin-op original. It has all its features, right down to the walls turning into exits if you hang around for long enough. Fans of the game shouldn't miss this version.





Super-slick racing skills come into play in this quality arcade conversion.

SUPER HANG-ON Hit Squad £7.99

Despite being a real golden oldie, *Super Hang-on* is a fantastic conversion of the old Sega coin-op.
Although it's been around for a few years, *Super Hang-on* is still one of the best racing games available for the Amiga. It has all the right ingredients. The action is real fast, there are plenty of other riders who can be forced off the road and the graphics are great throughout, with a smooth scrolling track and road-side objects that update in convincing manner.
Super Hang-on is also very well presented. There are four different tracks set in various parts of the world. Each has its own set of graphics and specific hazards which can test the greatest riders. You can even select what tune you want to accompany you as you race.

Plenty of Continues

ARKANOID 2: REVENGE OF DOH
Hit Squad £7.99

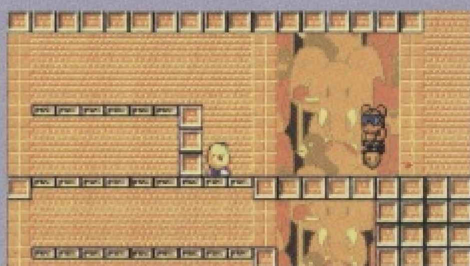
Breakout comes bang up to date in this challenging coin-op conversion from Ocean.
Gone are the days when you merely had to smash a few bricks by bouncing a ball off a paddle. Now you've got loads of collectible extras such as extend-o-bat, super-smash ball, multi-ball and a laser gun. Some of the levels are very maze-like, requiring one precise hit to send the ball into a chamber, where it accelerates and causes you untold problems when it shoots out again.
Although it can be quite frustrating at times, there's no doubt that this is an addictive game which is guaranteed to test your reflexes.

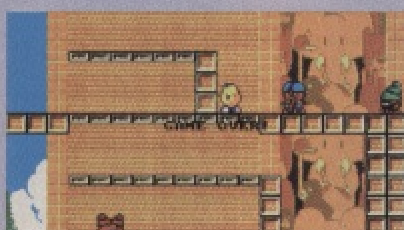
BUBBLE BOBBLE
Hit Squad £7.99

Here's one of the first Amiga games that could be described as arcade perfect. The graphics are simple, consisting of platforms, walls, black backdrops and cute sprites. You, and a friend, control Bub and Bob. Instead of blowing fire, these reptiles breathe bubbles, which can be used to trap the nasties. Like most Japanese platform games there are plenty of levels and loads of bonuses to collect. The net result is a great game which is even better with two players.

OPERATION THUNDERBOLT
Hit Squad £7.99

The coin-op version of this game was instantly recognisable by the two whopping great Uzis which were mounted on the front of the cabinet.
It came along as the sequel to *Operation Wolf*, and bettered it both in the arcades and on the Amiga. The action is viewed in first person perspective, with you blasting away at anything that moves with a machine gun and rocket launcher.
Not only does this game have the side to side scrolling of *Operation Wolf*, but it also features neat 3D sections where you trundle along in a boat or a jeep.
Not the prettiest coin-op conversion ever, but a good bit of carefree machine gunning never goes amiss, and that's what makes this game so much fun.



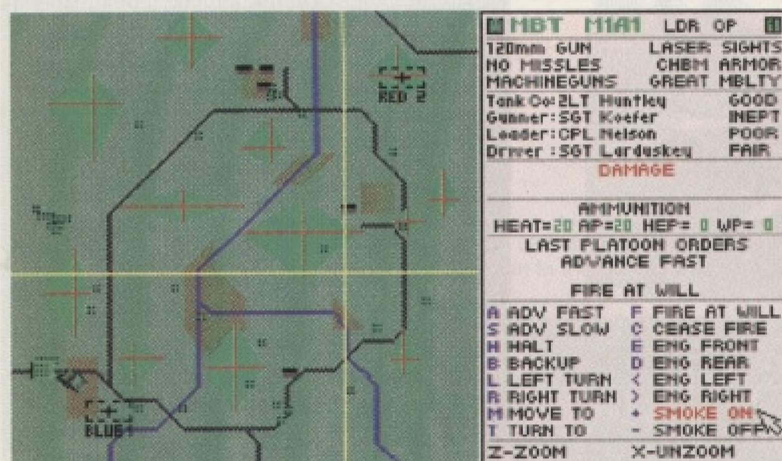


NEW ZEALAND STORY Hit Squad £7.99

Kiwis, or the lack of them, are the unlikely subject matter for this game. You see they've all been kidnapped. Bar one.
As this lone Kiwi you're on a mission to rescue your kinsbirds from the clutches of the evil force that holds them hostages.
This is one of the best platform games on the Amiga before it was superseded by the likes of *Rainbow Islands*. Even so, it's still very good fun and worth getting hold of.

MILITARY SIMS

There are enough military flight-sims to fill a section, but the armed forces don't end there. If you've always wanted to get fallen in with the army or take to the high seas in a state-of-the-art submarine or destroyer, then here's your chance.



M1 TANK PLATOON ▲

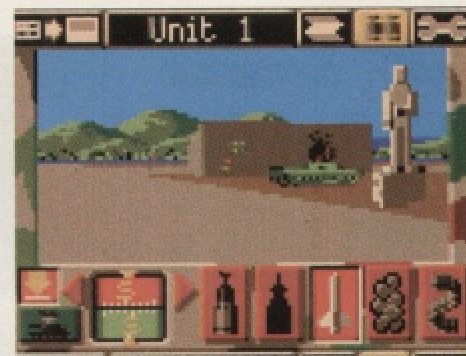
Microprose £30.99

After Vickers were pipped at the post by the Americans with the contract to supply the Kuwaitis with tanks, you can find out why.

Tank Platoon gives you control of your very own column of shiny, state-of-the-art American M1 Abrahms battle tanks. These caterpillar-tracked terrors are out-fitted with high-explosive HEAT missiles, tank-busting Sabot rockets, computer-aided laser sighting devices and a large .50 calibre machine gun.

The graphics are typically Microprose, with detailed instrument displays and vector graphic landscapes and objects. Unfortunately, most of the combat takes place at a distance, with you shelling positions from hills, or vice-versa, so there's not much opportunity to see anything close-up.

While you can sit in the gunner's, driver's or machine gunner's seats in any of the tanks in your platoon, your real task is to guide them to their targets, pound the hell out of what they find there, then get them back safely – anything else just stops you getting bored. Your not on your own though, as some missions give you control of anti-tank batteries, troops and yet more tanks, which gives the game more of a wargame element. In addition, artillery strikes can be called in, as well as air strikes from helicopters and A-10 tank-busting aircraft. One of the most comprehensive simulations of any kind.



PACIFIC ISLANDS Empire £29.99

Pacific Islands really puts you in the thick of things, as you look out of the eyes of four tank-platoon sergeants at once.

This works by dividing the main screen into quarters, with each showing a reduced display from the lead tank of each of your four platoons. The place to start is the map screen, where you issue the move and attack orders to each platoon as well as receive an overview of the battlefield. When a platoon encounters an enemy, simply clicking on its window brings it up to full size so you can deal with the situation. So that the game doesn't become too complicated, the four tanks are controlled as one. This means issuing a fire command will only make one tank fire if you have direct control over that unit. There's no waiting for it to reload, though, as the next shot comes from the next tank and so on. You can also leave the computer to fight your battles, which is essential on the later missions where the enemy strike from all sides.

Not only do you have to be an expert tank pilot and strategist, you also play the role of the platoon's accountant. Repairs are expensive, and you're only allocated a limited budget, which shrinks with poor performances on the battle field.

SILENT SERVICE 2 Microprose £34.99

Silent Service takes us back to World War Two when submarine warfare was still in its infancy. One of your biggest enemies is unreliability. Torpedoes, for instance, can't be trusted. You may think that the destroyer that's right in your periscope sights is going to get its comeuppance, only to have a torpedo bounce harmlessly off its side.

Another drawback of 1940s technology is the poor sonar. It can be very difficult picking up a contact, so the periscope is often employed in finding ships. But all the effort is worth it. Score a direct hit and you're treated to a graphic of the assailed vessel exploding and sinking.





Voyage to the Bottom of the Sea was never like this!

The Call To Arms

HUNTER: Disc Company £29.99

Rather than just deal with one mode of attack, *Hunter* encompasses land, sea and air.

Your overall mission is to wipe out the enemy's HQ by planting a ruddy great bomb underneath it, although there are several smaller tasks to complete en-route. To fight your way through the enemy lines you can control hovercraft, tanks, helicopters, windersurfers and even bicycles.

Despite *Hunter*'s many elements it cuts no corners. You need to plan out your route to take in supply dumps and an informer who'll help you out. Mastering the different vehicles is no mean feat, either. It will be a long time before you're finished with this game.

CARRIER COMMAND: Kixx £7.99

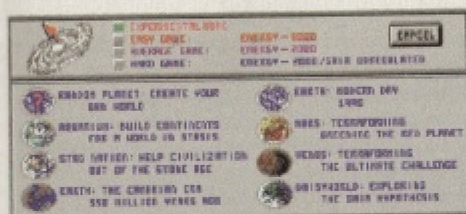
This was a ground-breaking release in 1987 and after all that time it's as good as ever.

It's set in a massive archipelago, part of which is claimed by your side, with the rest either neutral or in enemy hands. To conquer all of this strategically vital area, you've been brought in along with your gigantic super-carrier ship. It's equipped with aircraft, amphibious craft and a formidable arsenal of its own, all of which have to be employed to capture the islands and fend off the equally powerful enemy carrier which is out doing the same job.

All these elements plus the strategy side of the game make it hugely playable.

STRATEGY GAMES

This is where reflexes end and cerebral prowess begins. Strategy games require pure brain-power as you manage a city, create a planet, fly off the rails or stir up trouble in neighbouring countries. Strategy games are usually far more involved than most other games, which is often reflected in their sizable manuals.



SIM EARTH Ocean £34.99

Sim Earth literally places an entire planet at your disposal. You have complete control over everything, from triggering continental drift to generating the flora and fauna.

It's divided into several chunks such as the geosphere which covers the geology of the world, the hydrosphere which takes in the oceans, rivers and lakes, the atmosphere, and the biosphere which deals with the planet's lifeforms and civilisation. Each section has its own options and how you develop one affects what goes on in another. For instance, chucking plenty of carbon dioxide into the atmosphere at an early stage will raise the planet's temperature, which creates more desert in the geosphere, higher and more fertile oceans in the hydrosphere and causes the extinction of certain creatures from the biosphere.

There are a number of scenarios which range from creating your own planet from scratch to terraforming Marsor colonising Venus. A meteor strike is just the thing for splitting continents asunder, while a strategically placed volcano is just right for retarding a civilisation which is getting too big for its boots.



SIM CITY Action 16 £10.99

This is a fantastically playable strategy game in which you get to create and run a city. You start with a limited budget and a bank of 14 icons representing various types of civic improvement. As your city grows so do the problems associated with any urban development. Crime increases along with the population and large scale pollution and traffic problems set in.

As long as you have money in the bank you can make any improvements you want. So a nuclear powerstation in the centre of town is perfectly viable! Lurking around the corner are natural disasters. These occur without warning (or you can instigate them if you're in that kind of mood) and can include tidal waves, earthquakes, nuclear meltdowns and Godzilla running rampant. When something like this happens you then have to attempt to repair the damage done and prevent the population fleeing, which is tougher than building the city in the first place.

Everything is Under Control

CASTLES
Electronic Arts £29.99

This is quite a strange idea for a game. Basically you have to build and maintain a castle in medieval England and fight off hordes of invading Welshmen.

It sounds weird, but this is actually the basis for a very sound game. Design the blueprints for your own castle in the country, then extort money from the peasants to pay for it. All the time you have to balance construction with defending England from the Welsh and helping feed the substantial workforce. Great fun.

SIM ANT
Ocean £34.99

The third of Maxis' Sim series puts you in the rather creepy role as the head of an ant colony.

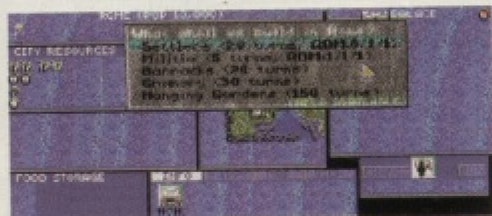
In this position you have to guide the workers to food, fight red ants and determine which types of ants should be bred. Too many workers and the colony will run out of room, too many builders and there will be plenty of space but no food.

Like *Sim Earth* and *Sim City*, *Sim Ant* is very absorbing and educational at the same time.

BALANCE OF POWER
Mindscape £25.99

Fasten up your diplomatic pouch for *Balance Of Power*, the game of global diplomacy.

As President of America, or Premier of the USSR (this game's a little old) you have at your disposal aid packages, military force and the secret service. Invade your neighbours or be nice to them, what the hell? It's your foreign policy as you attempt to sow the seeds of communism or smash the red block, depending on which side of the curtain you're on.



CIVILISATION Microprose £34.99

If a planet's too big for you and a city's too small, you could always try your hand at managing a civilisation. The game begins in the year 3000BC. You're proclaimed despot of a small tribe struggling to make an impact on history. To begin with, literacy and the wheel are essential, but over the next 5000 years advances such as combustion, iron working and nuclear power have to be acquired to build a thriving civilisation.

Elsewhere in the world there are other civilisations such as the Romans, English and Mongols who are also out to create massive empires. It's possible to trade with them or, if you want to take a more aggressive approach, burn their empires to the ground.

RAILROAD TYCOON Microprose £34.99

Most people have played with a train set at one time or another, well here's one for your Amiga. *Railroad Tycoon* involves a bit more than crashing Hornby locomotives into your Action Man though. Set just after the invention of the steam train, you've been hired to run one of the first commercial railways.

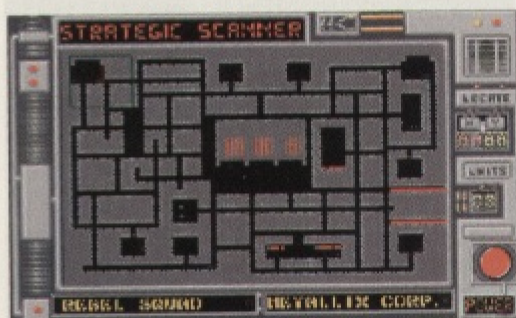
The game features a number of settings, from colonial east USA to untamed west, or if you fancy playing closer to home you can set up shop in England or Europe. Wherever you go rivals will soon catch on to this new form of business and set up lines, so you have to move fast.

The key to success is identifying the markets. As the saying goes you can't take coals to Newcastle, so you need to look at what each town needs and where they can get the merchandise from. A port is usually a good place to start off, connecting somewhere like Liverpool to Manchester. Profitable routes help the economy of the town so it grows and you make even more money.



WAR GAMES

Tabletop wargaming has never been acceptable to the masses, which is a shame. It isn't as if most people couldn't take part if they wanted, it's just that most people don't want to. It's not all wearing woolly cardies and NHS specs standing in someone's attic pushing plastic soldiers around you know! Wargames can be more addictive, and definitely more exciting than most other games, as these pages prove.



LASER SQUAD

Software Business £25.99

Julian Gollop loves strategy games. So much so that he slaved long and hard hours to create one of the best 8-bit strategy titles ever – *Rebelstar Raiders*. *Laser Squad* takes the *RR* system and turns it into something really special.

A very low-level wargame, each of the game's seven scenarios is played out over small locations such as buildings and underground bunkers, with an aim to destroy a collection of specific targets, or just all of the enemy's units.

The game, like so many wargames, is played using a system of turns and action points. Action points are like an energy resource which govern how much a unit can do in each turn, and vary greatly depending on morale, strength and encumbrance.

Laser Squad is converted directly from the 8-bit versions, and so lacks some sophistication in the graphics department. What has also come directly from the C64 is the atmosphere. *Laser Squad* is a very tense game, and manages to inject a feeling of fear that most games seem to miss.

SPACE CRUSADE Gremlin £25.99

Space Crusade is Gremlin's second stab at converting a boardgame to the home screen (after *Heroquest*), and is generally regarded as a bit of a winner. Remarkably similar to *Laser Squad* in a lot of ways, *Space Crusade* is another low-level strategic blast where you have to get your five man team in and out of small places as quickly as possible, while obliterating as many things as possible.

A new twist is that three players can play at once. What you have in three player mode are three teams of five men, all wandering around with a common cause. This all sounds dandy, but what happens when you get a mission that involves blowing away all your best mate's team members, i.e. a scenario that says that there's only one escape pod, or that there's only enough oxygen for one team to get out alive?! Then the sparks start to fly.

All the battles are shown in 3D which, although it slows the game down a little, still adds a lot of atmosphere. I would rather see a large sprite of the guy I'm shooting at explode in a puddle of viscera than watch a blip disappear from my scanner.



If you need reinforcements...

WATERLOO
PSS £10.99

This is an interesting one. It only features the one battle, but is done so well, that you keep wanting to come back and try another tactic. The single striking thing about it is the graphics. Unlike most games, where you can scroll around the map to your heart's content, *Waterloo* only lets you view the battle from high points in the immediate vicinity, rather like Wellington or Napolean would have done. Some excellent computer strategies make it a very tough one to beat.

BALANCE OF POWER
Mindscape £25.99

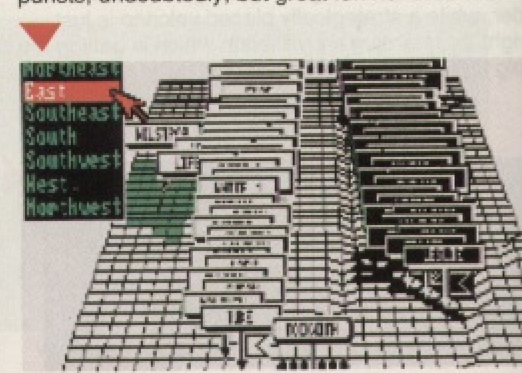
There are two versions of this game, both as good as each other. Similar in a lot of ways to that classic game Risk, the idea is to keep world peace as the cold war hots up. Money management is the centre of the game, where you must decide whether or not to send government funds to various sources all over the world, be it friendly governments in need of a bit of cash, to revolutionary states who need US support to overthrow the government. Obviously a lot of what you do will upset the Soviet states, and before long you'll find yourself at Defcon 1. A frightening prospect realistically represented.

UMS Microprose £30.99

If real-life war is your scene, then the *Universal Military Simulator* is the closest to tabletop war there has ever been on a computer. The product has been designed as a battle creation environment, within which you have complete control over the world.

Tinkering with the five pre-designed scenarios is great. For example, I discovered that if King Harold had access to a few F-15s and a couple of Sherman M1s, he would have had no trouble at all in defeating the Saxons.

With a menu-driven interface, and a very simplistic but effective 3D landscape, the game looks a lot more complicated than it is. One for the purists, undoubtedly, but great fun nonetheless.



BATTLE ISLE Ubisoft £30.99

Battle Isle is so simple, it is played with the joystick – novel for a game of this type. The aim is world domination, as usual, and you play against the backdrop of 32 islands on a futuristic planet. To win, all you need to do is take out as many of the opposition as necessary to halt their progress and allow you to take the island.

Rather than use standard turns, the game operates in phases, whereby you have specific blocks of game time to do specific things, such as a movement phase and a combat phase. One interesting idea is the fact that while you are doing one, the opposition are doing the other.

You have 22 different types of weapons and vehicles, all of which have varying strengths, speeds etc. Learning how to use combat and support units well is one of the keys to the game. Of course, if you're playing against a friend, then strategy will probably go out the window, but one player against the computer requires you using every army tactic you ever heard. Even then, there's no guarantee that you'll even survive.



AMIGA INTERACTIVE MULTIMEDIA

A NEW AGE IN HOME ENTERTAINMENT

AMIGA CDTV INTERACTIVE MULTIMEDIA

WHAT IS CDTV?

Simply put, CDTV mixes CD sound and Amiga type software in one easily controlled unit, and allows you to "interact" with the results through your television. On the outside the CDTV Standalone Player is a sleek, elegant black box. Inside it contains the workings of the UK's most popular home computer, the Commodore Amiga, but with two major differences. Instead of a keyboard and mouse it uses a video style remote controller for simple operation and, instead of a floppy disk drive, there's a compact disc drive.

MUSIC & SOFTWARE

As well as being able to play standard studio compact discs in high quality stereo sound, the CDTV can also use software stored on CD. This is similar to Amiga softwre, with thousands of Amiga programs available. You also get much, much more - a CDTV Disc is equal to over 600 floppy disks in capacity.

WHAT CAN IT DO?

With CDTV you can listen to your favourite pop group, look up history, play the latest arcade games, have a Karaoke night or learn French. In one unit, CDTV can do things you would otherwise need a video, CD player and computer to do! You can watch as Neil Armstrong walks on the moon, listen to him speak and read the fascinating details of how Apollo got there!

INTERACTIVE MOVIES

A new kind of movie; hi-fi sound tracks and moving pictures just like cinema films, but you determine the outcome and how the plot turns out! Will Batman really save Gotham City? Interactive movies are set to arrive on a CDTV near you soon.

EDUCATION

With its huge storage capacity, colour graphics and easy control, CDTV is ideal for education. Levels from primary education to adult foreign language courses are available.

ENTERTAINMENT

Packed with masses of colourful graphics, hi-fi sound and huge levels, CDTV games are set to dwarf their Amiga counterparts. The CDTV award winning version of Sim City for instance, has 10 Megabytes of extra graphics, studio recorded sound for CD Audio quality, more detailed game play (new zoom mode) and 4 different eras (Medieval, Western, Actual and Future).

REFERENCE

Imagine that you could refer to several encyclopaedia's at once, without having to constantly swap between publications, flip pages or refer to lengthy indexes across multiple books? CDTV Reference titles enable you to do this plus a lot more!

MORE FORMATS

CDTV can play CDTV software, CD audio discs, CD+G (audio discs with lyrics and pictures), CD+MIDI (special tracks along side the audio tracks control MIDI instruments attached to the CDTV). With the aid of a floppy disk drive and keyboard, CDTV can also run most Amiga software.

TECHNICAL SPECIFICATIONS:

- 68000 16/32 Bit processor running at 7.14MHz.
- 3 Custom chips for video, sound and graphics.
- Internal video expansion 15-pin edge connector and DMA slot.
- Analogue RGB, Digital RGB, Composite (PAL) video output.
- 512 Lines/Vertical frequency 60Hz display.
- Maximum 1Mb video memory, with palette of 4096 colours and 8 sprites per scanline.
- Centronics Parallel & RS-232 serial interfaces.
- External floppy drive (Amiga compatible), hardwired alternative to remote control for keyboard, mouse etc.
- 2 Audio ports (phono), MIDI IN and MIDI out, Stereo headphone socket, Smart Card slot for RAM/ROM cards.
- Sony/Philips type CD-ROM standard with an average access time of 0.5 seconds & maximum access time of 0.8 seconds.
- Data Capacity 540Mb.
- Conforms to standard ISO 9660.
- 8 x Oversampling.
- Signal/Noise of -92Db.
- Audio Ouput to external output 1.4V RMS, 10K Ohm.
- Frequency response of 4-20 KHz.
- Sample rates of 44KHz to 6KHz.
- Channel Specification -85Db.
- Harmonic Distortion 0.02% at 1KHz.
- Max. audio capacity per disk 28hours, AM quality.
- Dual 16-Bit D/A convertor plus 64 levels of attenuation.

FREE FROM SILICA

SIM CITY CD

If you have ever played Sim City on a normal Amiga, you will be amazed when you see, listen to and play the Amiga CD version! Now even more addictive, with studio recorded sound and a massive 10Mb of graphics, Sim City CDTV is a life simulation game that has to be seen to be believed! Sim City comes free with every CDTV or A570 from Silica.

WORTH £29.99

ADD-ON FOR AMIGA OWNERS

AMIGA A570 FOR THE A500



- Enables your Amiga to run CDTV software
- Plays normal audio CD discs
- Storage capacity equal to 600 floppy disks
- Internal RAM expansion option (Coming Soon)
- Internal hard drive option (Coming Soon)
- Compatible with CD + G and CD + MIDI formats
- Transfer time 153Kb/second
- Compatible with CD-ROM industry standard ISO9660
- Comes with Fred Fish CDPD collection + Sim City FREE from Silica

Note: 1Mb of Chip RAM/FAT Agnus is required for full compatibility with all CDTV software. Silica offer an upgrade service. Please call and quote REA 1000.

COMES WITH FRED FISH CDPD COLLECTION PLUS! FREE FROM SILICA SIM CITY WORTH NEARLY £50

The A570 is an essential add-on for your Amiga 500. CD-ROM is set to replace disks as the standard format for games and serious titles in the not too distant future. Most software companies have already announced plans to release CD versions of their software!

The sheer storage size of a CD (600 disks) means that using CD software is faster, graphics are enhanced and game play is increased with bigger levels, more complex problems to solve and larger areas to explore! And, being compatible with audio CDs, the sound quality from CD games is unrivalled! Sim City for instance has over 10Mb of data for its graphics alone and has music recorded in a studio! Silica's new low price of £299 means that there is no better time to buy the A570 and, with the award winning Sim City included FREE with every A570 from Silica, there's no better place to buy it from!

SAVE £50! OFF RRP

RRP ~~£349~~

£299

Ref: CCD 0588

AMIGA CDTV PLAYER



SLEEK BLACK DESIGN!

The original pack for non-computer users, very easy to use and set up. The CDTV Stand Alone pack blends in well with your standard home entertainment equipment and is ideal for the whole family.

- Based on the best selling Amiga computer
- Operated from remote hand held controller
- Plays CD audio discs
- Compatible with CD+G & CD+MIDI formats
- Upgradeable to a full computer
- Over 100 CDTV titles available
- Includes:- Lemmings: The addictive, award winning game. Hutchinson's: A vast encyclopedia

CDTV Player	£399.99
Lemmings	£34.99
Sim City	£29.99
Hutchinsons Encyclopedia	£49.99
Total Pack Value:	£514.96
Less Pack Saving:	£145.96
Silica Price:	£369.00

COMES WITH LEMMINGS + HUTCHINSON'S ENCYCLOPEDIA PLUS! FREE FROM SILICA SIM CITY WORTH NEARLY £115

£369

Ref: CCD 1000

AMIGA CDTV MULTIMEDIA SYSTEM

- Easy to use home entertainment system
- Infrared Remote Control
- Sleek black design
- Keyboard, disk drive and mouse included
- Based on the best selling Amiga computer
- Plays CD audio discs
- Compatible with CD+G & CD+MIDI formats
- Over 100 CDTV titles available
- Compatible with 100s of Amiga programs
- Fred Fish CDPD is a 'collection' of 660 disks of public domain software. It include utilities, applications, games and tools.



A complete CDTV environment. With keyboard and disk drive it is fully software compatible with the Amiga 500, and able to run all Amiga games and applioation software. With the peripherals included, you can unleash the full power of your Commodore CDTV.

CDTV Player	£399.99
CDTV Keyboard	£49.99
CDTV Disk Drive	£99.99
Fred Fish CDPD	£19.99
Sim City	£29.99
Zool Pack	£127.92
Total Pack Value:	£727.87
Less Pack Saving:	£228.87
Silica Price:	£499.00

COMES WITH FRED FISH COMPLETE COLLECTION ON CD PLUS! FREE FROM SILICA SIM CITY + ZOOL

ZOOL PACK INCLUDING:

ZOOL - platform title of the year	£25.99
STRIKER - soccer simulation	£25.99
PINBALL DREAMS - pinball simulation	£25.99
TRANSWRITE - word processor	£49.95

WORTH NEARLY £180

£499

Ref: CCD 1250

OVER 100 SOFTWARE TITLES AND PERIPHERALS AVAILABLE — CALL FOR A FREE PRICE LIST

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

211092-1400

SILICA SYSTEMS OFFER YOU

- *FREE OVERNIGHT DELIVERY:* On all hardware orders shipped in the UK mainland.
- *TECHNICAL SUPPORT HELPLINE:* Team of technical experts at your service.
- *PRICE MATCH:* We normally match competitors on a "Same product - Same price" basis.
- *ESTABLISHED 14 YEARS:* Proven track record in professional computer sales.
- *£12 MILLION TURNOVER (with 60 staff):* Solid, reliable and profitable.
- *BUSINESS + EDUCATION + GOVERNMENT:* Volume discounts available **081-308 0888.**
- *SHOWROOMS:* Demonstration and training facilities at our London & Sidcup branches.
- *THE FULL STOCK RANGE:* All of your requirements from one supplier.
- *FREE CATALOGUES:* Will be mailed to you with offers + software and peripheral details.
- *PAYMENT:* Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE **081-309 1111**

SILICA SYSTEMS

MAIL ORDER: Order Lines Open: Mon-Sat 9.00am-6.00pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	No Late Night Opening	**Tel: 081-309 1111** Fax No: 081-308 0608
LONDON SHOP: Opening Hours: Mon-Sat 9.30am-6.00pm	52 Tottenham Court Road, London, W1P 0BA	No Late Night Opening	**Tel: 071-580 4000** Fax No: 071-323 4737
LONDON SHOP: Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm)	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	Late Night: Thursday - 8pm	**Tel: 071-629 1234** Extension: 3914
SIDCUP SHOP: Opening Hours: Mon-Sat 9.00am-5.30pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Late Night: Friday - 7pm	**Tel: 081-302 8811** Fax No: 081-309 0017
ESSEX SHOP: Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm)	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA	No Late Night Opening	**Tel: 0702 462426** Fax No: 0702 462363

To: Silica Systems, CMUSR-1292-99, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON AMIGA CDTV

Mr/Mrs/Miss/Ms: .... Initials: .... Surname: ....

Company Name (if applicable): ....

Address: ....

....

.... Postcode: ....

Tel (Home): .... Tel (Work): ....

Which computer(s), if any, do you own? 99A

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

FLIGHT SIMS

The choice is simple – spend a couple of grand getting a pilot's licence and zip around in light-aircraft, or splash out 30 and try your hand at airborne death-dealing. The Amiga now has a wealth of excellent flight-sims which cover both world wars (some late 80s games actually feature WW III) with biplanes, jet-fighters and helicopters.



WINGS Cinemaware £DELETED

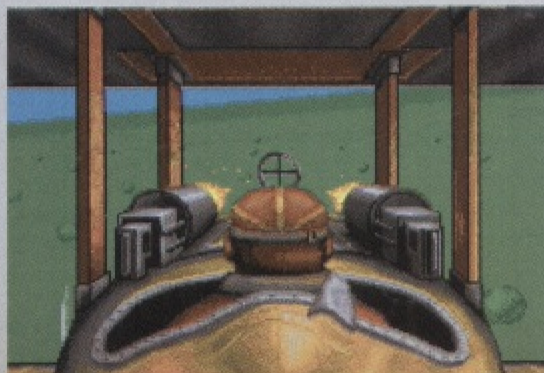
This offering from Cinemaware is definitely not one for flight-sim purists as its attraction lies as much in its simplicity as its presentation.

It's set during the closing years of the First World War, when fighter aircraft were just beginning to get off the ground, so to speak. You've been recruited into the Royal Flying Corp to help win air-superiority over war-torn France, although the life expectancy of new pilots is very poor indeed.

Like all Cinemaware games, *Wings* has a distinctly story-book feel. All the way through you're updated on the goings on of your fellow pilots and what the Hun are up to.

During dog-fights the action can be viewed externally or from the cockpit. Exterior views come in handy for spotting enemy aircraft as your field of vision is limited in the cockpit and, unlike simulations of modern day aircraft, the only tracking device you have are your eyes. Bombing runs take a different view-point. Here you're looking down on the plane as it flies over enemy land. You still have control over it in the usual way, but hitting the fire button now releases bombs instead of triggering the machine guns.

While *Wings* has a fantastic atmosphere and is superbly presented, it isn't very complicated. This makes it ideal for beginners, as there are few key-presses with most of the controls centred around the joystick. Experienced pilots may find this a little off-putting, but they shouldn't let that put them off what is really a superb all-round game.



For flying by the pants action, *Wings* cannot be beat.

KNIGHTS OF THE SKY Microprose £34.99

Like *Wings*, *Knights Of The Sky* is set mid-way through World War One, but the difference here is detail.

While *Wings* is very playable, this game is far more realistic. You sign on as a trainee pilot in either the Luftwaffe or the Royal Flying Corps with the aim of earning promotions, battling aces and making a name for yourself in the flying community.

As the game progresses and you start racking up kills, some of the established enemy pilots start taking an interest in your exploits. When this happens you stand a greater chance of running into enemy aces, who don't like upstarts with an outrageous number of kills.

On of the most notable features of this game is its speed. Considering the amount of ground detail and the complexity of the other aircraft, the game rarely slows down and plays at a cracking pace throughout.

It's the lack of technology in a bi-plane that makes this game so much fun. There are no missiles, electronic jammers or radar, you simply have to spot an enemy, get in close and let rip with your machine guns. This makes the game far more action-packed than most jet-plane sims. Navigation becomes easier after a few games, as most of the battles take place over the same area, but once you find your base there's still the landing to cope with.

A fabulous change from the usual faster-than-sound flight simulators.



Take on the Hun in this extremely playable WW1 flight sim.



THUNDERHAWK Core Design £30.99

From fighter-planes we move onto whirlybirds, with the AH-37M Thunderhawk, a multi-role attack helicopter.

The onus of this game is action rather than complexity, which is reflected in the lightening speed it plays at. The backgrounds and scenery are simplistic, but plenty of effort has been put into the enemy units. There are loads of things to shoot at, from unarmed convoys to tanks, anti-aircraft batteries and foot-soldiers to other helicopters and fighter-planes.

This game is packed full of inspired touches. For instance, when anti-aircraft guns open up you actually see the bullets streaking up towards you and, as your helicopter is damaged, bits of the control panel start going on the blink and bullet holes appear in the window. Fortunately, you have a large arsenal of missiles to choose from, as well as a turbo cannon mounted on the front of the 'copter.

Because action is the name of this game the controls have been made as simple as possible. Speed and weapons selection are all controlled via combinations of joystick movement and the fire button. Three large monitors beneath the window show all the information you need to keep airborne, which leaves you more time to concentrate on shooting things.

The missions are arranged in a very sensible manner. They come in groups of five, with each sub-stage linked to the next. This means that anything you fail to destroy in one mission can come back at have a pop at you in the next.

Thunderhawk is without doubt the most action-packed flight simulation there is on the Amiga.

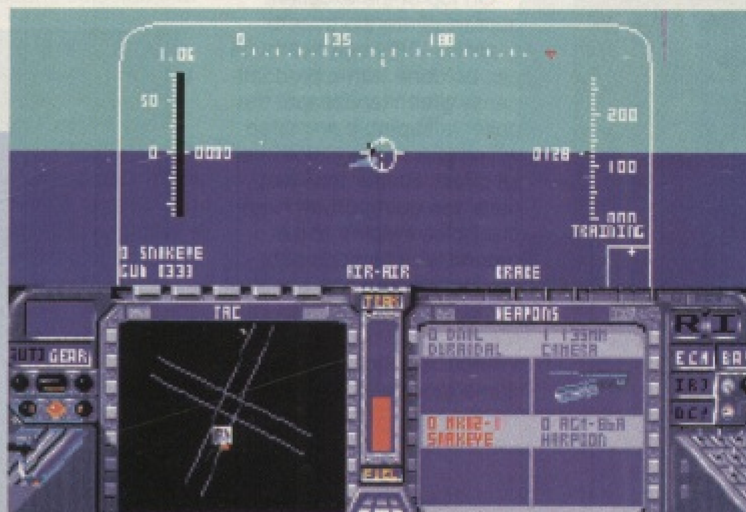
F-19 Microprose £30.99

With this game Microprose dumps you in the rather smart hot-seat of the USAF's latest and greatest war-plane, the F-19 Stealth Fighter.

What sets this apart from other modern-day aircraft simulations is the amount of strategy involved. Many games require you to simply get airborne and launch a couple of missiles at a blip on your radar. *F-19*, however, calls on your skills as a navigator as well as a pilot to guide the aircraft undetected into enemy territory. This is done in a number of ways. A bar graph shows how visible your plane is to enemy radar and when it passes a certain level it can be seen. To keep it hidden you have to keep the jets running below a certain temperature, the plane flying well below 1000 feet and the bomb doors closed until you really need to open them.

Like most Microprose simulations, the game is divided into a number sections. The easiest is the American training missions, where friendly planes mock-dogfight with you and launch dummy missiles. From there the game moves to the Mediterranean and covert strikes against terrorist bases in Libya, and then onto the Gulf and central Europe during World War Three.

An excellent flight sim for experienced pilots and beginners alike.



Fly the most advanced plane in the world – the F19.

Up, up and Away

PRO-FLIGHT, Hi-Soft £19.95

Realism is the name of the game in this Tornado sim from Hi-Soft. They claim that it has been tested by actual Tornado pilots, who gave the game the thumbs up.

Whether that's true or not, this is one hell of a sim. There's a staggering amount of controls and instruments which take a fair amount of time to get used to. Once airborne it takes an effort just to fly in a straight line, let alone pull any kind of stunt flying.

This is one of the toughest flight-sims you can get, although it's a little short on action. Even veteran pilots will find a challenge in this.

F-15 STRIKE EAGLE 2, Microprose, £30.99

Programmed by the team behind *F-19, Strike Eagle* features less strategy but far more action.

The game has plenty of features to make it accessible to beginners, including automatic landings and a no-crash option. Because it was written in '91, it became the first flight-sim to take advantage of the scenario material thrown up by the Gulf war.

There's plenty to do and it's really fast, but even so it's a little too easy at times.

GUNSHIP, Microprose, £25.99

The original PC and C64 versions of *Gunship* are now about four years old, and the slightly newer Amiga version does reflect this age.

It has all the characteristic trimmings of a Microprose sim, such as dozens of missions set around the world and excellent attention to detail. This is a very different game from Thunderhawk, for starters you spend a lot more time popping up from behind hills then disappearing before the shooting starts, it's also a lot more realistic. Unfortunately, it lacks the action of Core's simulation, which has the definite edge over this game. Watch out for a review of the updated *Gunship 2000* in an upcoming issue of CU Amiga.

THEIR FINEST HOUR, US Gold £25.99

What separates this game from most flight sims is that the graphics are sprite rather than vector based, which gives it a nice look, but makes the game considerably slower than many of its rivals.

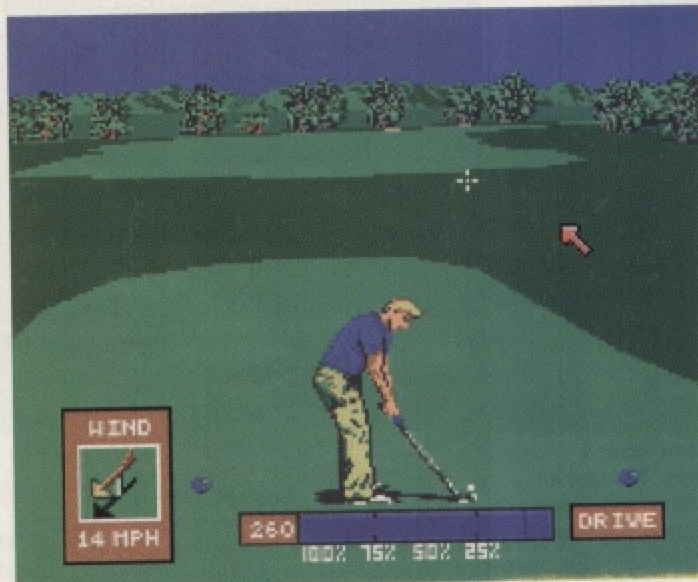
Naturally, you're stuck in an RAF aircraft of your choice, be it fighter or bomber, and instructed to fly to the battle zone to drop bombs on or shoot down various bits of Nazi equipment.

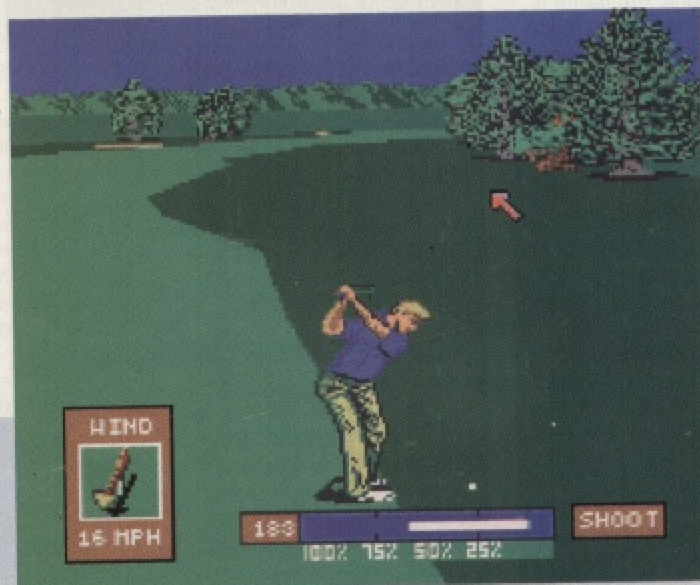
Touches like the smoke which billows out of crippled bombers and the way you get to attack formations of enemy planes make this game fun to play, although it lacks the extra features and speed to make it a full-blown classic.

SPORTING GAMES

A sporting life can be one of fame and fortune but, for the rest of the population, all that we're capable of doing is injuring ourselves and watching Grandstand on TV. Of course, you could always participate with your Amiga. Heck, you don't have to embarrass yourself and the worst injury you can suffer is joystick wrist or fire-button finger. So, here are a few of the safe alternatives to real-life sporting encounters.







Get in the swing of things with one of the best golf sims available, the superlative *PGA Tour Golf* which now comes in an especially enhanced version with ext ra courses.

PGA TOUR GOLF

Electronic Arts £25.99

PGA Tour Golf lets you take to the fairways of the world where only pros and company execs can afford to tread.

This is really the complete golf game. It has all the hazards of real life, including unpredictable wind and birds which chirp to put you off mid-stroke. To take a shot you first select a club, then the direction you want to strike the ball in. Holding down the fire button powers up a gauge which determines how hard your golfer will swing. Let go at the right point, then hit the fire button again when the gauge returns to zero. Doing so too soon slices the ball, and too late creates a very nasty hook shot. It's this ease of control which helps make the game so attractive. Naturally the courses come with hazards such as bunkers and lakes, and the normal penalties apply, along with all the usual rules such as re-takes and drop shots. Unfortunately, there's no cheating with the Amiga marking your score card.

On top of the excellent gameplay are the superb graphics. Although not much can be done with a predominantly green landscape, the golfer is superbly animated which gives a very nice overall effect. Rather than just have you going around various holes swiping at the ground, you can compete against a friend or a posse of computer golfers in a tournament over 18 or 72 holes. Without a doubt the best golf game outside of St Andrews.

SPEEDBALL 2

Renegade £25.99

This game holds many titles in its field such as best sports game, most violent sports game and the game we'd most like to see in real life.

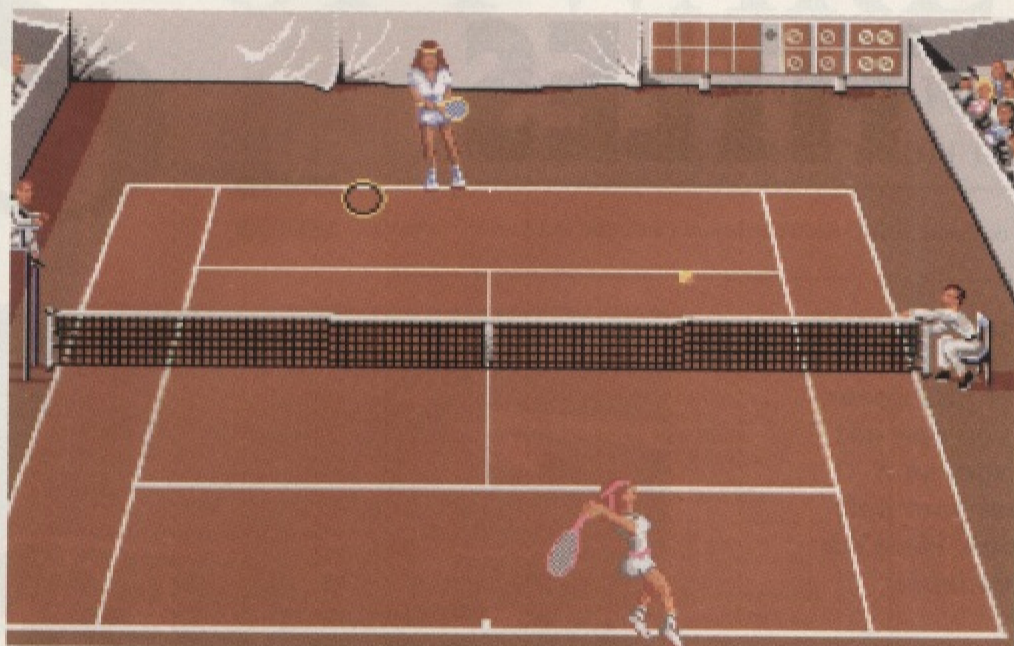
Speedball is a brutal future sport where the object is to score goals. There are no rules. The ball can be carried, any kind of violence is acceptable including kicks, punches and body checks and performance-enhancing gadgets are perfectly legal. The players are encased in armour, not just to protect themselves, but to allow them to hit harder. The controls are very simple, you move the player nearest the ball and if he's holding it pressing the button will make him pass while a quick tap is a shot.

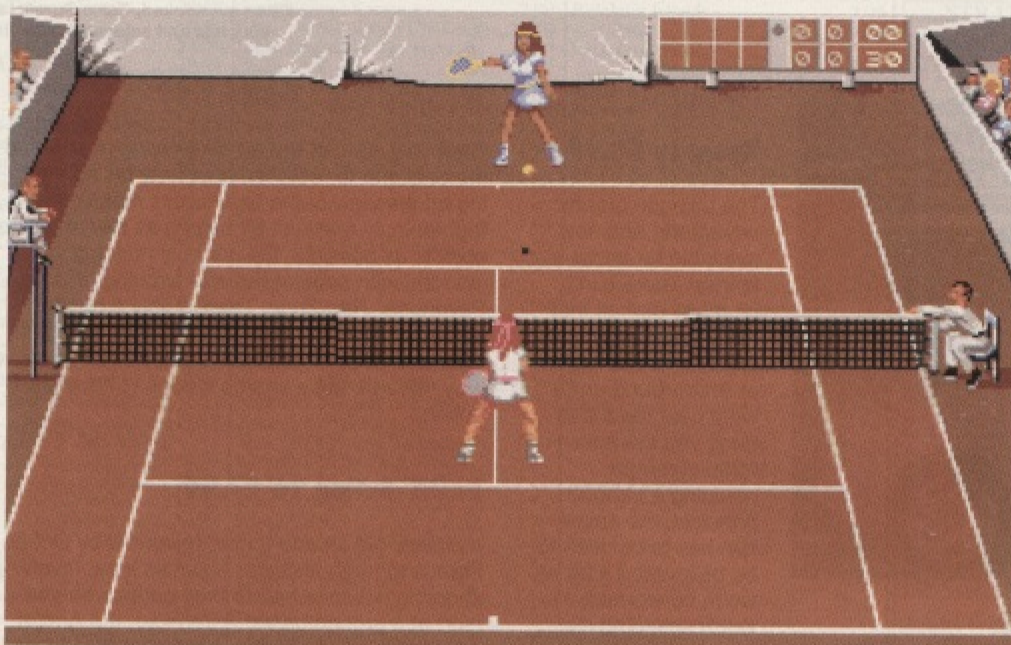
Icons appear on the pitch at random intervals, and when collected can cause the other team to be paralysed for several seconds, or simultaneously fall over. There are also several extras on the walls at the side of the arena. Hurl the ball into a score multiplier and any subsequent goals will be worth 50% more, while hitting a power-pod electrically charges the ball so it stuns any opponents it hits.

The game can either be played as a knock-out tournament or a league. The latter requires you to put your management cap on as you choose your team, buy new players and decide what equipment you want to spend your winnings onApart from its fantastic playability, *Speedball 2* also boasts great graphics and fantastic sound effects and music. This isn't just the best Amiga sport game, it's one of the best Amiga games.



The completely brilliant *Speedball 2* – possibly the greatest Amiga game ever.





And They're On The Final Bend...

CYBERBALL
Respray £9.99

Ever wanted to know what American football will look like in 100 years time? Well, you actually get to play it in *Cyberball*.

Gone are the human players and in come the robots. A team is made up from several different kinds, each with different roles such as blocking or running. To spice the game up a bit the ball now explodes if it doesn't reach an endzone within a set time. This can be turned to your advantage by throwing for an interception just as it's about to go bang.

Although *Cyberball* is a little rough around the edges, it's playable all the same. If it's American football you're after, though, look elsewhere.

LINKS
US Gold £35.99

This golf game stunned PC owners when it was first released, although it failed to have the same impact on the Amiga.

It's problem lies in its speed, it just isn't fast enough. The graphics are all in HAM mode and look fantastic, and it's this which slows it up. Apart from that, though, *Links* has a very simple, yet comprehensive control system and plenty of features.

If you've had enough of *PGA Tour Golf*, give this a look, but if you're after your first golf game this isn't the place to start.

PRO TENNIS TOUR 2 UBI Soft £25.99

The only time normal, unsporting types take to tennis courts is during the two wet weeks each year when the country is gripped with Wimbledon fever. But after you retire with tennis elbow or a twisted knee, what's next? You could always dig out your Amiga and try your hand at an altogether safer version of the sport. *Pro Tennis Tour 2* takes you to some of the world's top tournaments where you can try your hand at beating some of the top players. All court preferences are catered for, with grass, clay and hardcourts selectable at the start of a match.

Playing a shot is dead simple. Provided you steer your player into the right position, pressing fire starts the bat swinging then moving the joystick determines what type of shot is played. All the strokes you'd expect to see at Wimbledon are included (except the flashy one where they hit the ball between their legs) such as lobs, crosses and smashes. Like the real thing, timing is essential to simply return a shot or catch your opponent wrong footed or on the wrong side of the court. You can also play from the baseline or up against the net, where the shots change to those appropriate to the position.

Very fast and very easy to get into, all it's missing are digitised grunts and umpire abuse. A lot cheaper, and easier, than queuing for 20 hours to get a seat on the centre court.

RBI 2 Domark £29.99

While the American baseball world series only consists of Canada and the States, us Brits can now take a crack at entering the hall of fame in this superb game from Domark.

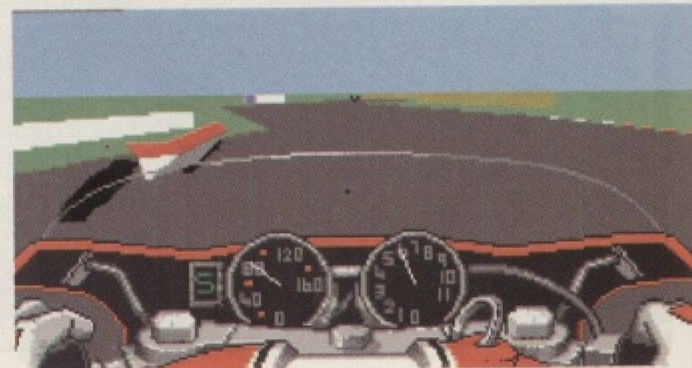
RBI actually stands for Runs Batted In, and that's the aim of the game. A baseball match is divided into nine innings, which are split into two halves. The first has your team up and batting, and all you've got to do is to slug the ball out of the park, or bunt which is where you just tap the ball to try and catch the fielders off-gùard. When there's a runner on a base you get to determine when, if at all, he should try and steal the next one. Other than that this is plain sailing. The usual rules apply, so swinging and missing three times means you're out, as does being caught. It's also nice to note that the computer pitchers do make mistakes, and four bad pitches leads to a walk, where everyone gets to move one base along without the fuss of a ball being hit.



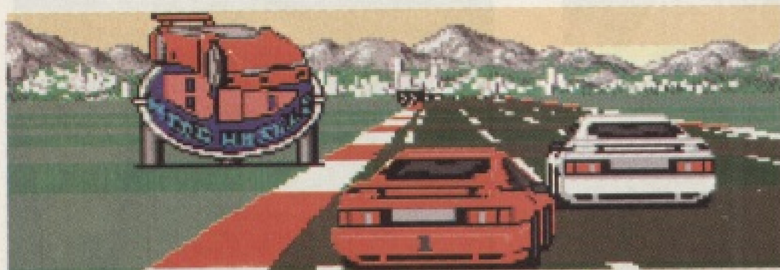
When three batsmen are out play swaps and it's your turn to pitch. What makes this game so good is that the programmers have done away with most of the jargon and opted for straightforward fun. The graphics are large and nicely animated and the game plays exceptionally well.

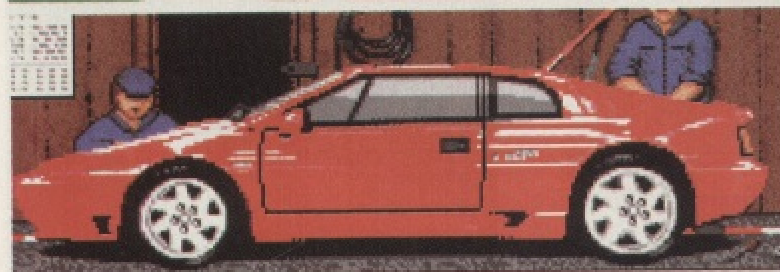
BUDGET TITLES

Ever since Mastertronic announced that they were going to release good quality games at an affordable price, the budget software market has never stopped expanding. Most of the stuff you can get now is re-released classics of a year ago, so if you're looking for a cheap way to boost your software collection, this is the place to look. Here's a quick run down of some of the best available.



Often overlooked, *Team Suzuki* is a very fast and enjoyable bike sim.





LOTUS ESPRIT TURBO CHALLENGE

GBH £9.99

The original all action racing game. Well, it isn't really, but it's still great fun, even with two other Lotus games available. Forget millions of courses and all kinds of weather conditions. This is just straightforward racing while competing in a league table with 19 other drivers. It's fast and very playable, although there are one or two playing glitches, such as the fact that your car stops dead if it hits something else. Other than that, you'd be a fool to miss out, especially at this price!

PRINCE OF PERSIA

Respray £9.99

The ultimate graphic adventure, and now available for under a tenner! There can't be many games that have this standard of animation. The guys at Broderbund really went over the top to bring you the adventures of a man rescuing a trapped princess, the animation has to be seen to be believed. As far as we're concerned, it's worth spending the money just to see the main character do a running jump. Classic stuff.





TEAM SUZUKI GBH £9.99

Gremlin's state of the art bike racing game, and the only one to realistically portray biking – turning off the view of the handlebars makes it frighteningly realistic! By having as few roadside objects as possible, the game is fast and very smooth, with none of the wild lurching of, say, Psygnosis' *Red Zone*. There's only a dozen tracks and three engine sizes to play with, and after a while it all gets a bit samey. A lot of fun to play, though, but a shame it doesn't have a link option.

PANG Action 16 £7.99

A classic old arcade game, reworked by Ocean France to huge acclaim. A simple idea, involving shooting balloons before they bounce on you (sort of a ground based *Asteroids*), the Amiga conversion needs lightning reflexes to play, so it's just as well that the controls are as good as they are. Slightly better than Demonware's *Oops Up*, and every bit as good as the arcade version.

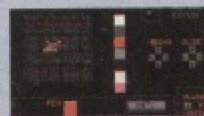


F/A-18 INTERCEPTOR Electronic Arts £10.99



It was a stunning flight/combat simulation when it appeared in the early days, and it's still one now. Although quite basic in approach to some of the later simulations, there's still nothing like it for speed or realism. Just watching the map zoom in from an overall view of the west coast of the US, right down to a full screen view of your aircraft is stunning. This was the first sim to feature external views, and still ranks as one of the most addictive sims ever seen. Cheap at twice the price.

SEUCK GBH £9.99



Not quite as efficient as the C64 product is was converted from, the *Shoot 'Em Up Construction Kit* is still a handy little package to have. From scratch, you can build an entire stand-alone scrolling shoot 'em up with as many bells and whistles as you require. All is done from a simple set of menus, laid out in a logical and straightforward way . (design sprites, design backdrop, define player limitations, define levels and then add all the attack waves). Three games are included, and they show off quite realistically what the pack can do. You'll never create another *SWIV* with it, but you'll definitely be able to knock out something to impress your friends.